



"All's Well That Rats Swell"
1025-204A
Final Board



Date 10/21/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 10/21/14
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Steve Wolfhard

Animation Studio
SAEROM

NOV 06 2014

1025/204A

1025/204A

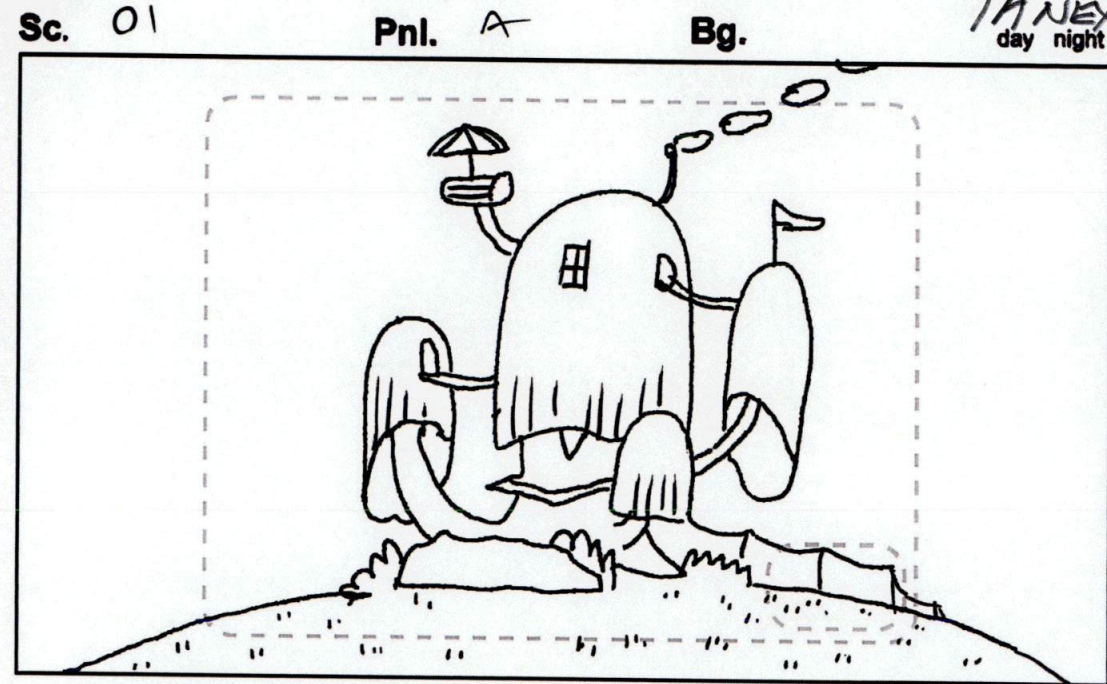
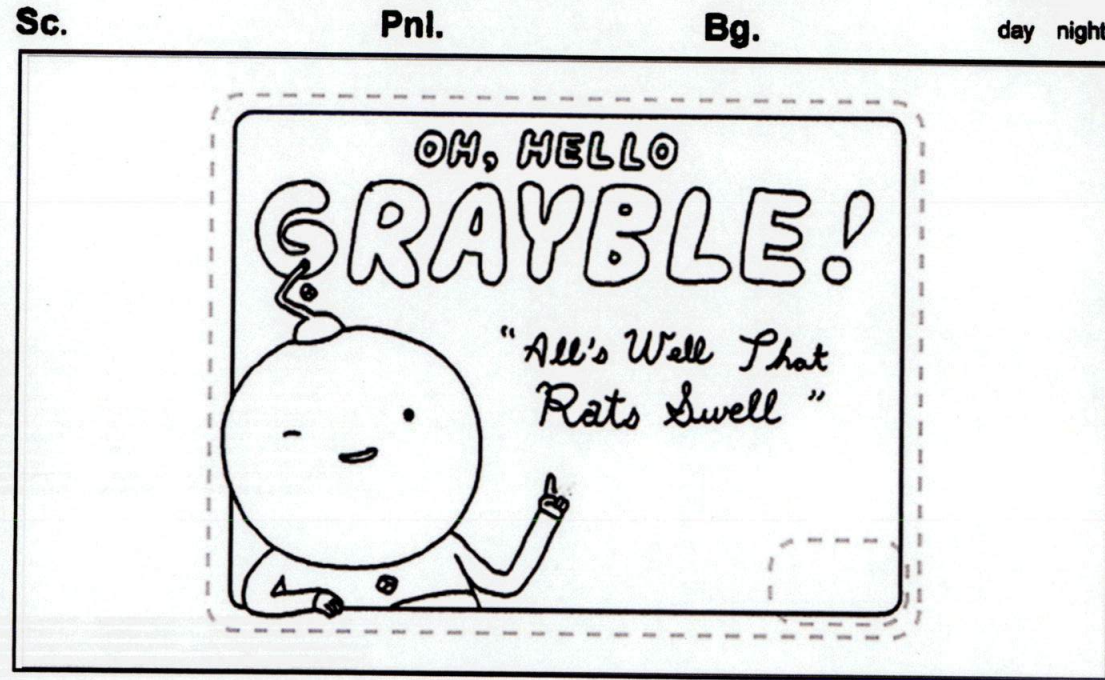
1025/204A

ADVENTURE TIME



01

Page **1A NEXT**
day night



Dialog:	Start SFX = A ROOSTER CROWS =
Action:	<p style="text-align: right;">- MORNING LIGHT. NOV 06 2014</p>
Timing:	

1025-204A

EPISODE #

1025/204A

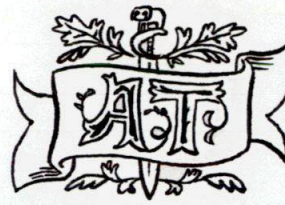
Production :

1025/204A

1025/204A

1025/204A

ADVENTURE TIME



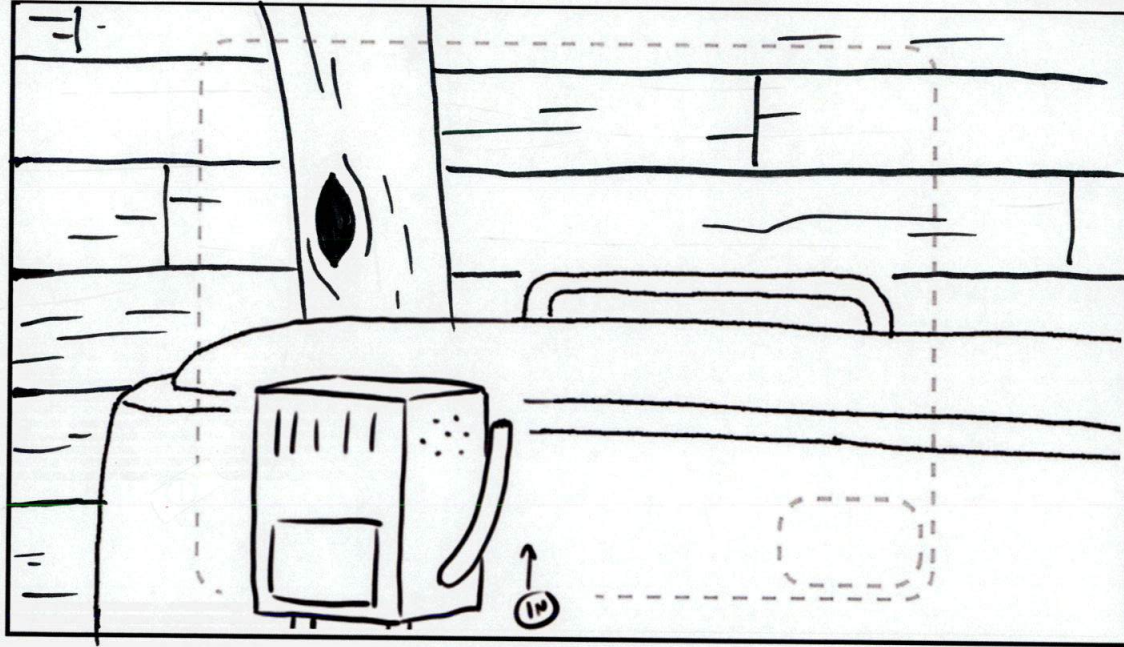
Page 1A
2 NEXT
day night

Sc. 2

Pnl. A

Bg.

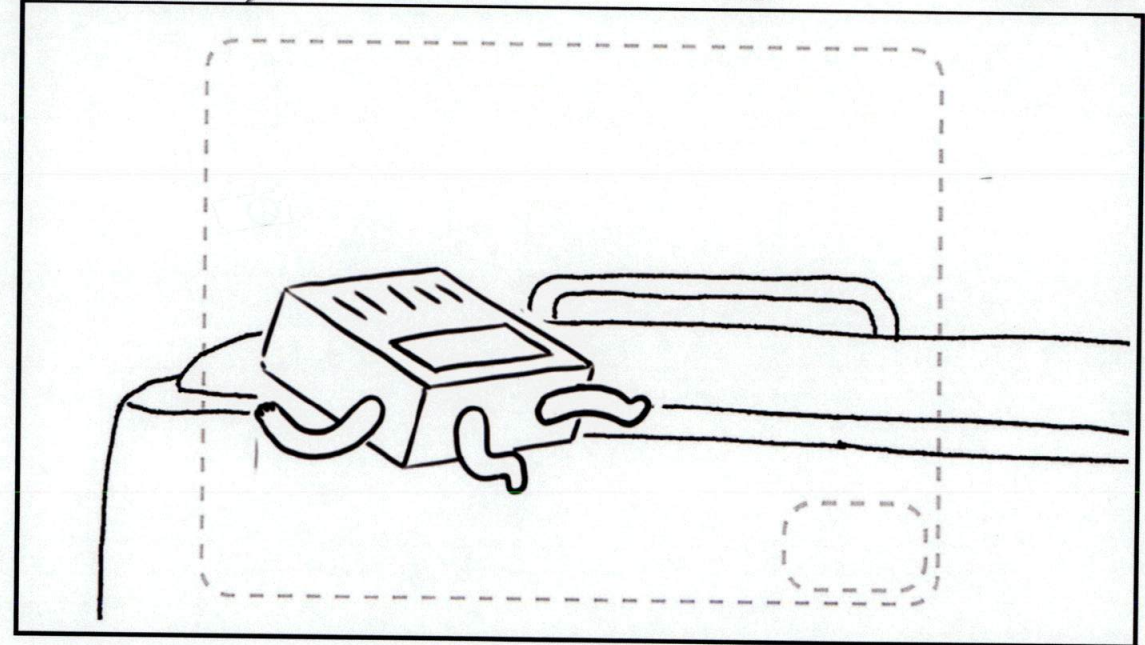
day night



Sc. 2 CONT

Pnl. B

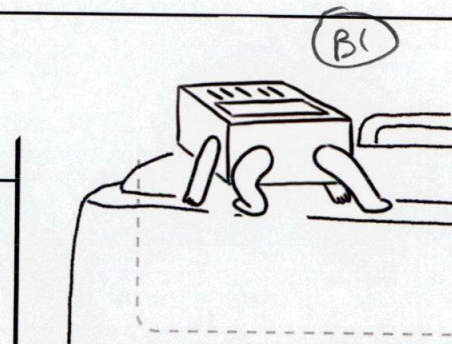
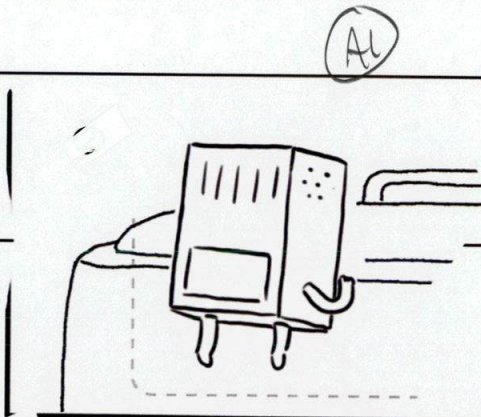
Bg.



Dialog:

Action:

Timing:



NOV 06 2014

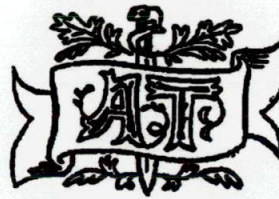
EPISODE #

1025/204A

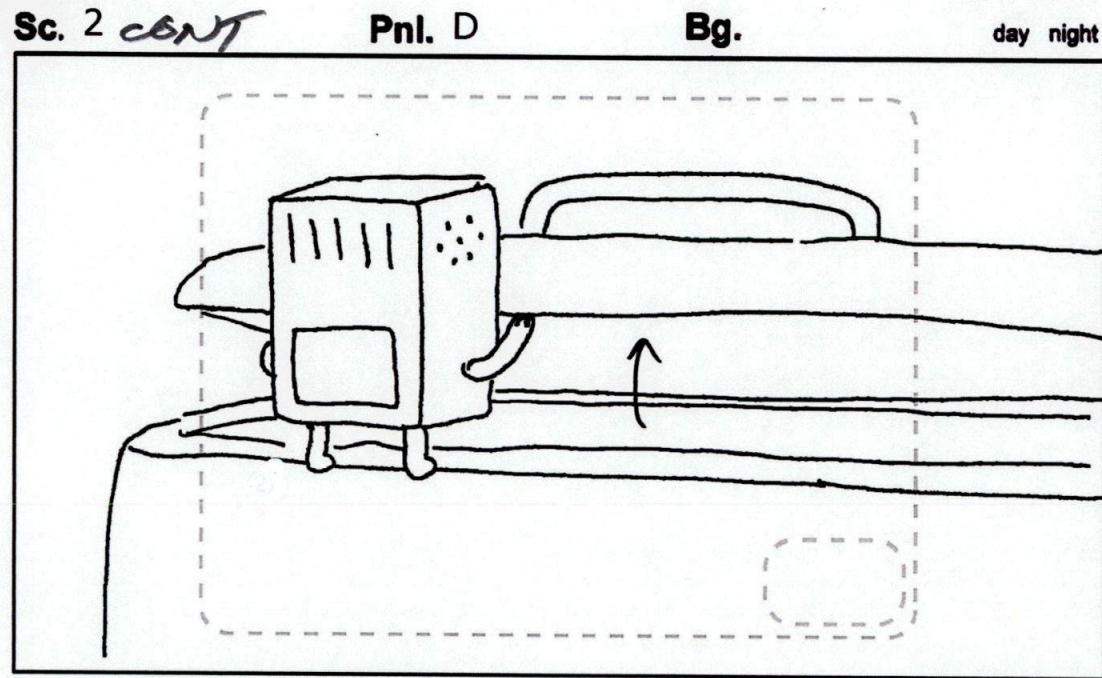
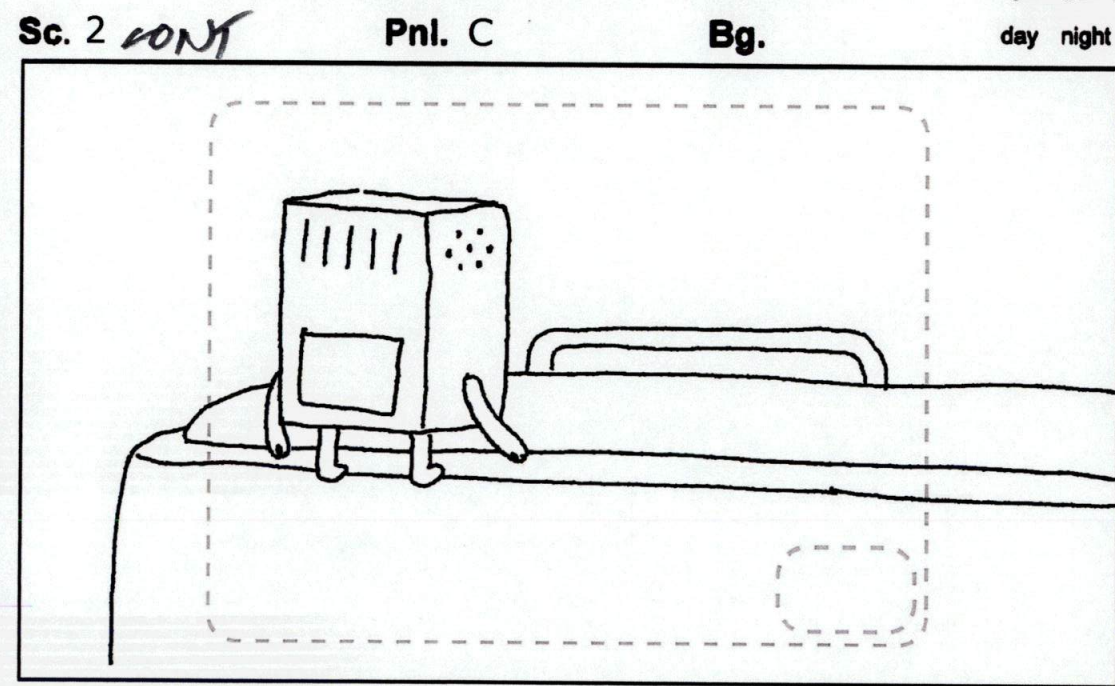
Production:

1025/204A

ADVENTURE TIME



Page 02
day night



Dialog:

Action: FRIDGE. - BMO LIFTS FRIDGE DOOR w/ SOME EFFORT

Timing:

NOV 06 2014

(BMO) :UGH:

(DI)

1025-204A
EPISODE #
1025/204A
Production :

1025/204A

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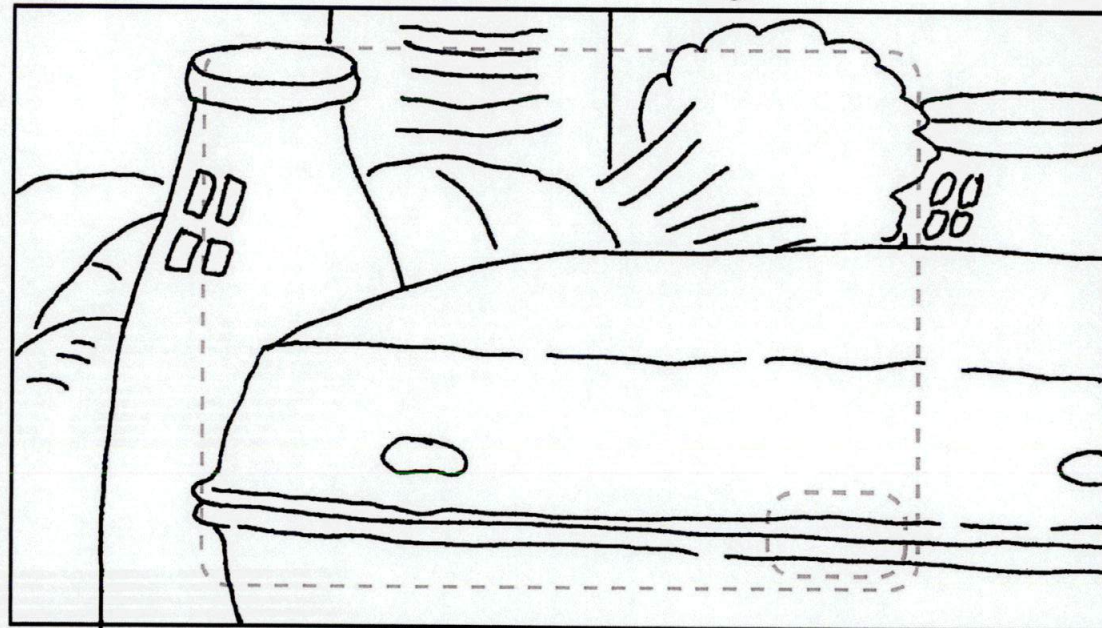
Cut

ADVENTURE TIME

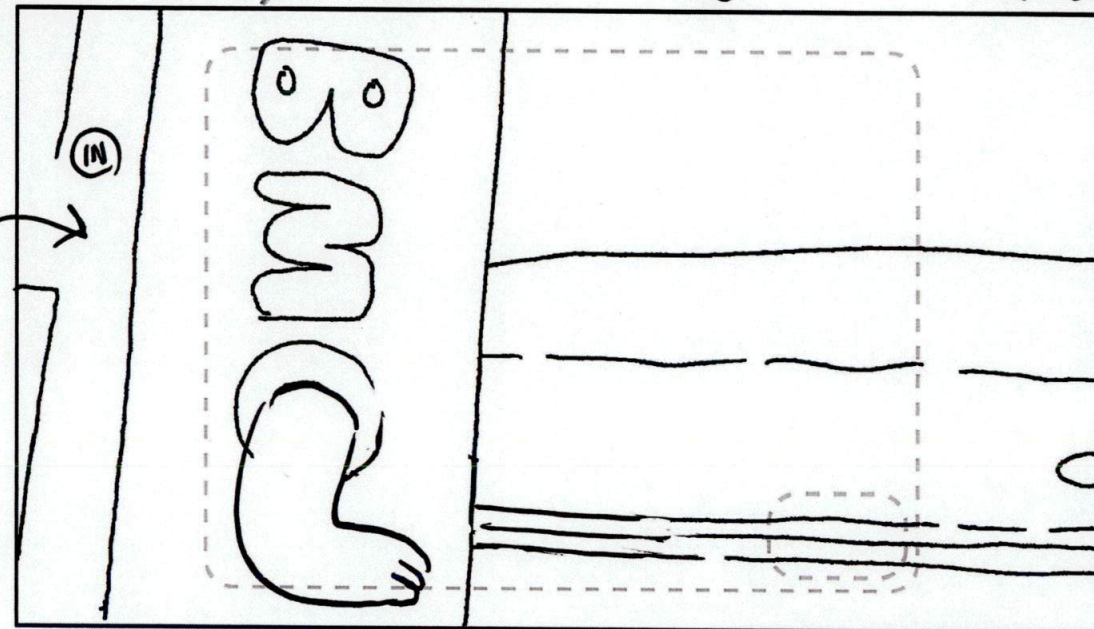


Page 03

Sc. 03 Pnl. A Bg. day night



Sc.03 CONT Pnl. B Bg. day night



Dialog:

Action:

- BMO LEANS ON/S

NOV 06 2014

Timing:

1025-204A

EPISODE #

1025/204A

Production :

1025/204A

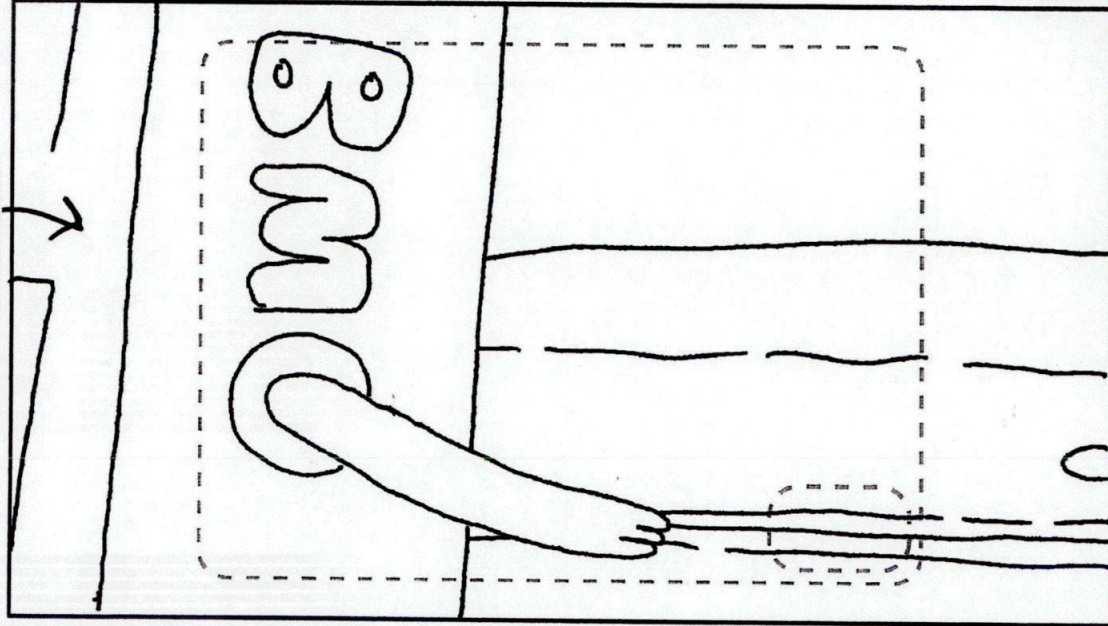
ADVENTURE TIME



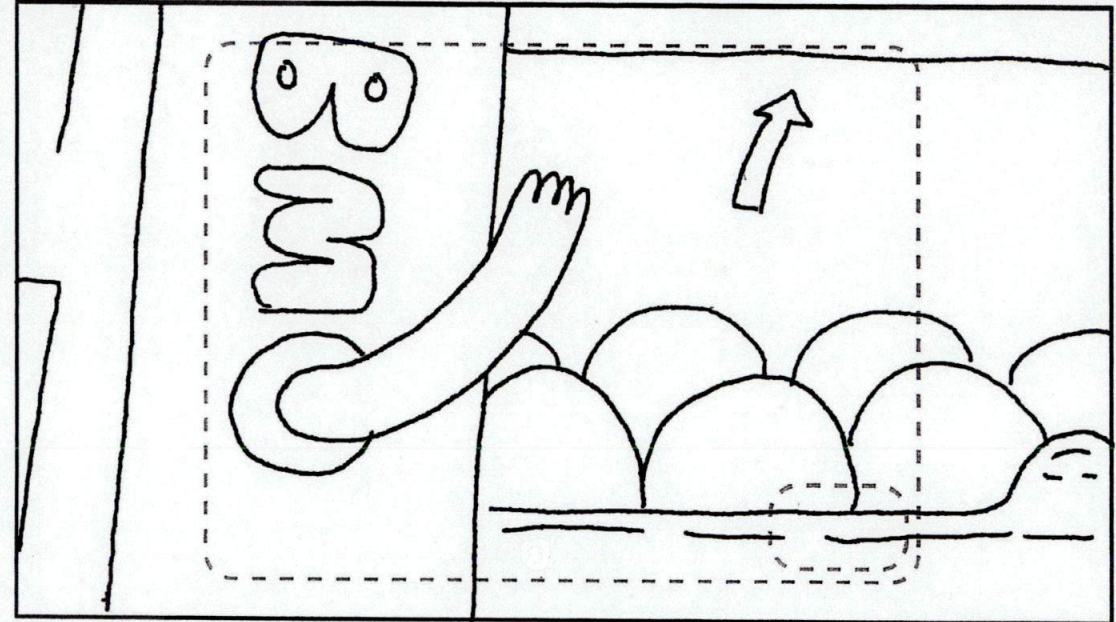
04

Page ~~4~~ **5A NEXT**
day night

Sc. 03 CONT Pnl. C Bg. day night



Sc. 03 CONT Pnl. D Bg. day night



Dialog:

Action:

-BMO GRABS EDGE OF CARTON.

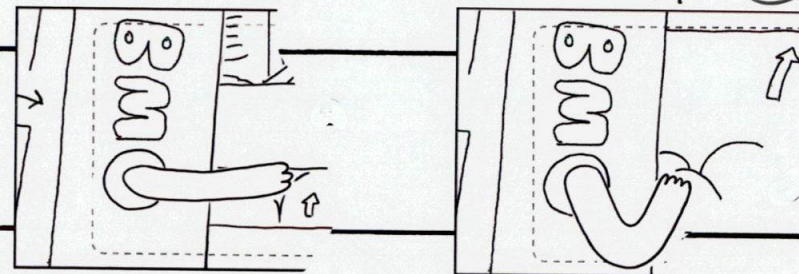
Timing:

(D1)

BMO OPENS CARTON.

(D2)

NOV 06 2014



1025-204A

EPISODE #

1025/204A

Production :

1025/204A

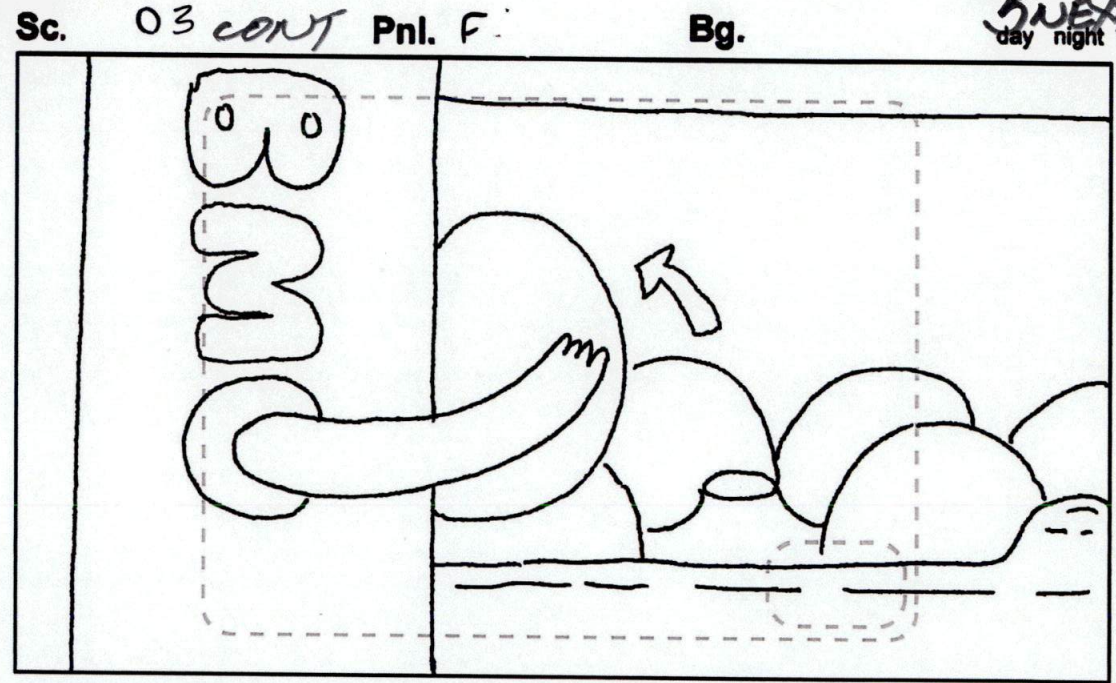
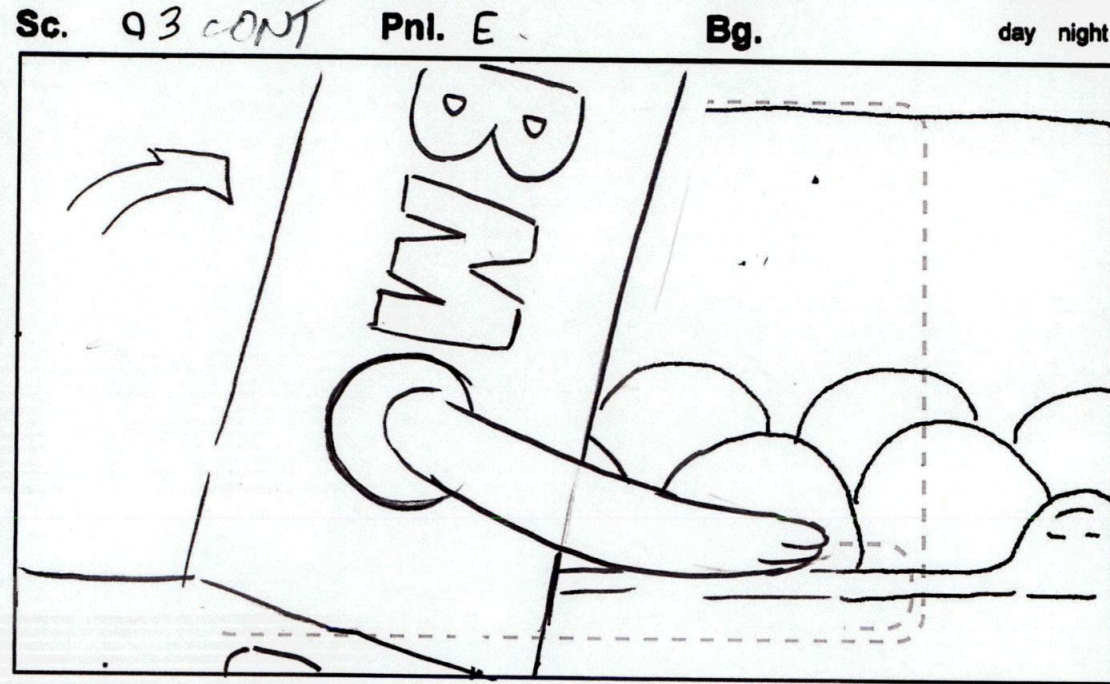
ADVENTURE TIME



04 A

Page **5 NEXT**
day night

Hu
Cut



1025-204A

EPISODE #

1025/204A

Dialog:

Action:

-Bmo REACHES FOR EGG.

BMO PICKS UP AN EGG

NOV 06 2014

Timing:

Production :

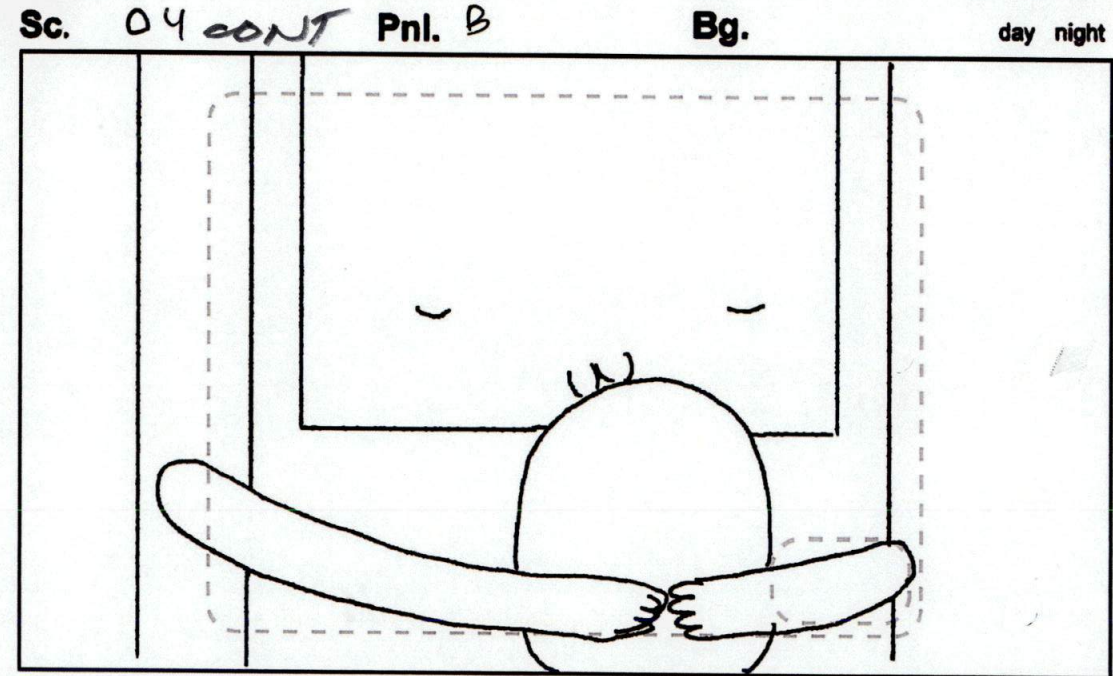
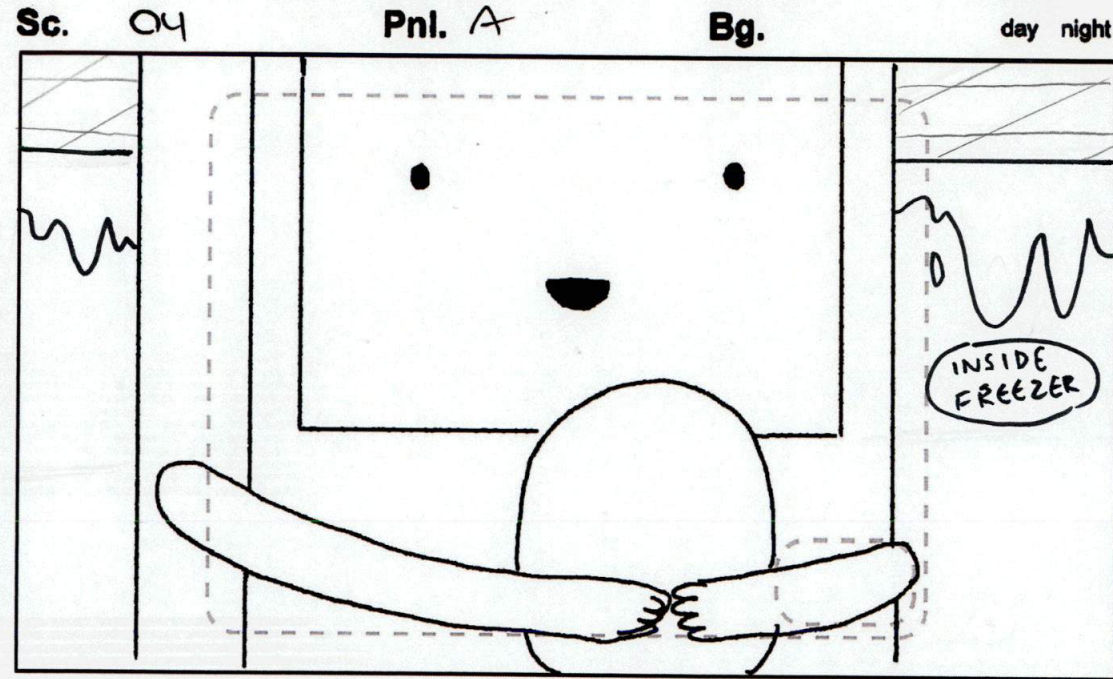
1025/204A

1025/204A

ADVENTURE TIME



Page 05

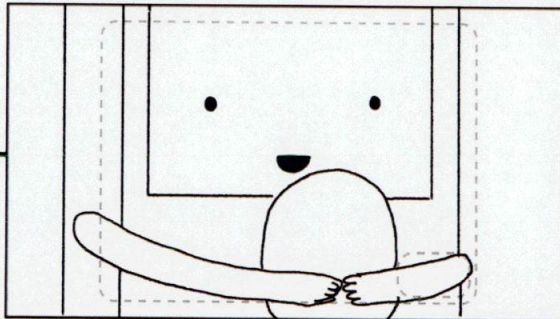


Dialog:

BMO
(WHISPERS) GOOD MORNING.

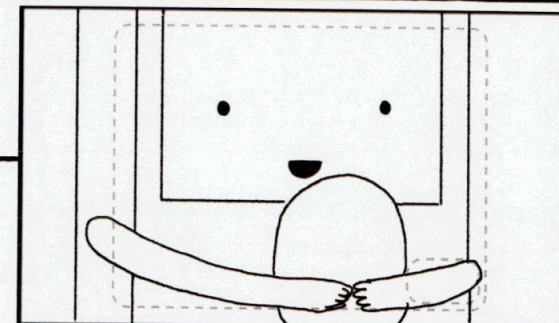
BMO: KISS

Action:



(A)

Timing:



(B)

NOV 06 2014

1025-204A

EPISODE #

1025/204A

Production :

1025/204A

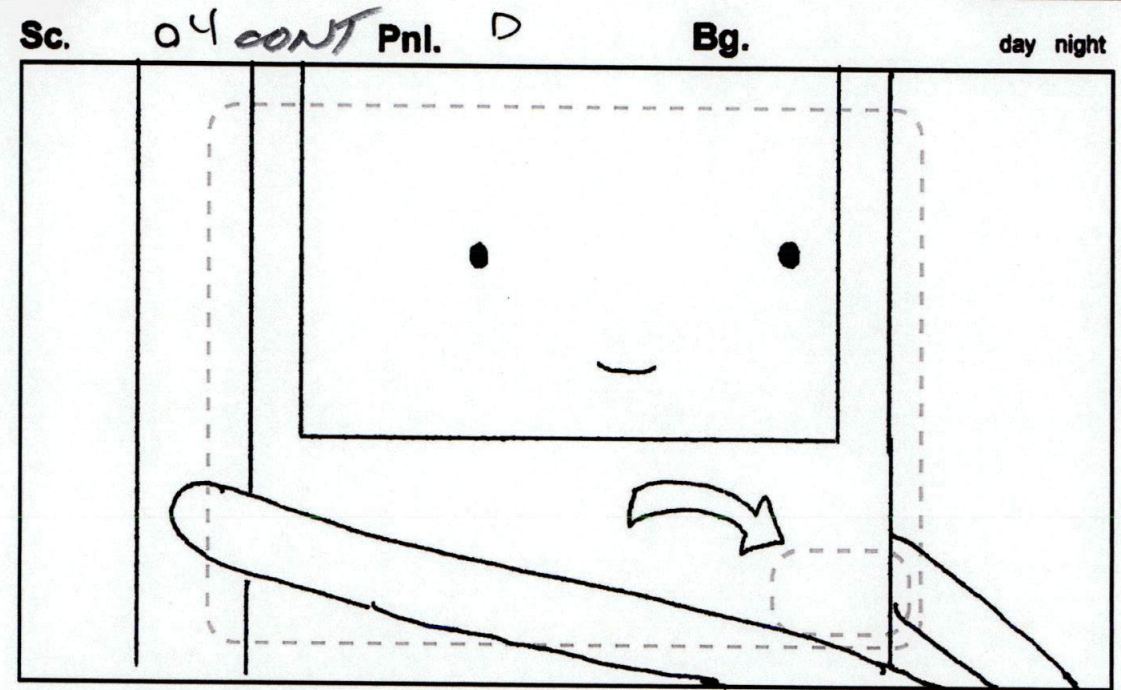
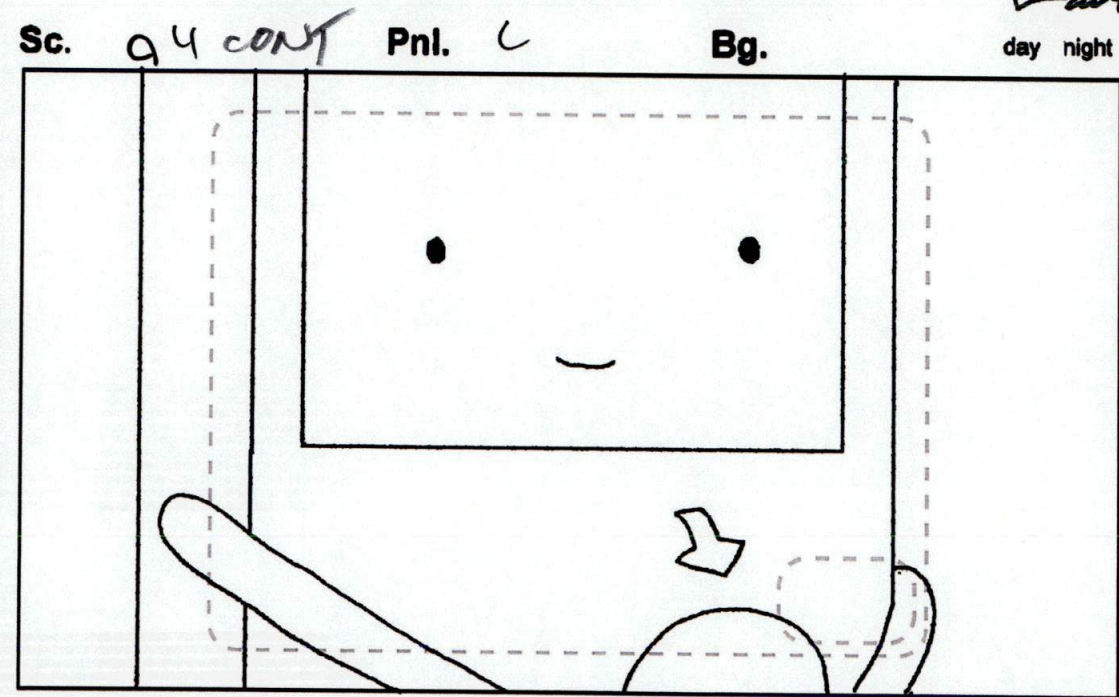
1025/204A

HO
CUT

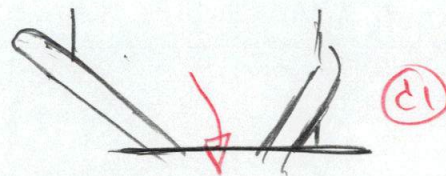
ADVENTURE TIME



Page Q 6



Dialog:



Action:

- BMO SETS EGG DOWN .

- BMO GRABS A NEW EGG .

NOV 06 2014

Timing:

EPISODE # 1025-204A

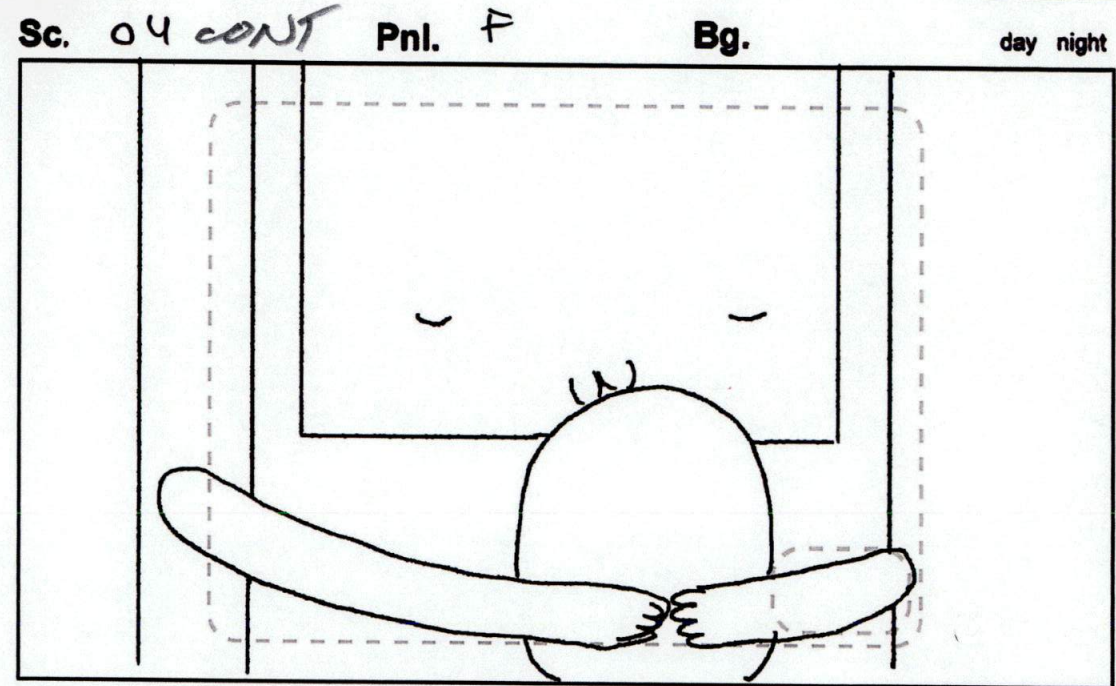
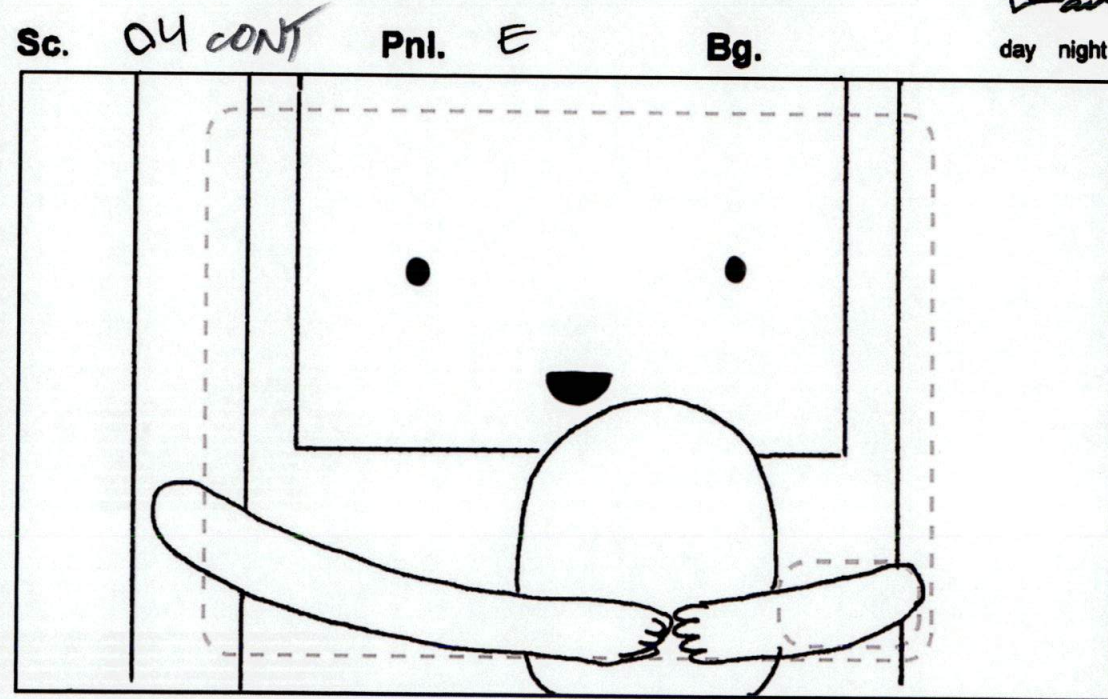
Production :

1025/204A

ADVENTURE TIME



Page 07
day night



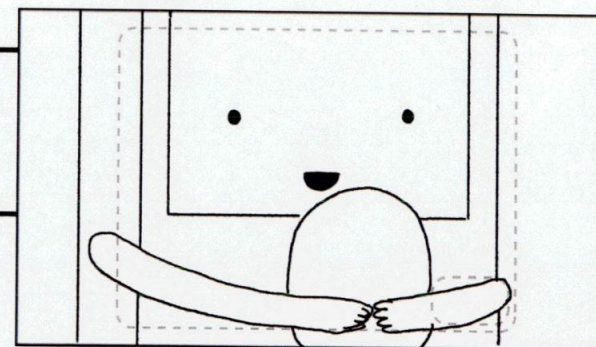
Dialog:

BMO:
(WHISPERS) GOOD MORNING.

Action:

Timing:

BMO. = KISS =



FADE
out
to

(F)

NOV 06 2014

EPISODE # 1025-204A

Production :

1025/204A

1025/204A

Handwritten signature/initials.

white
FR.
(X)

HO
CUT

ADVENTURE TIME



Page 08

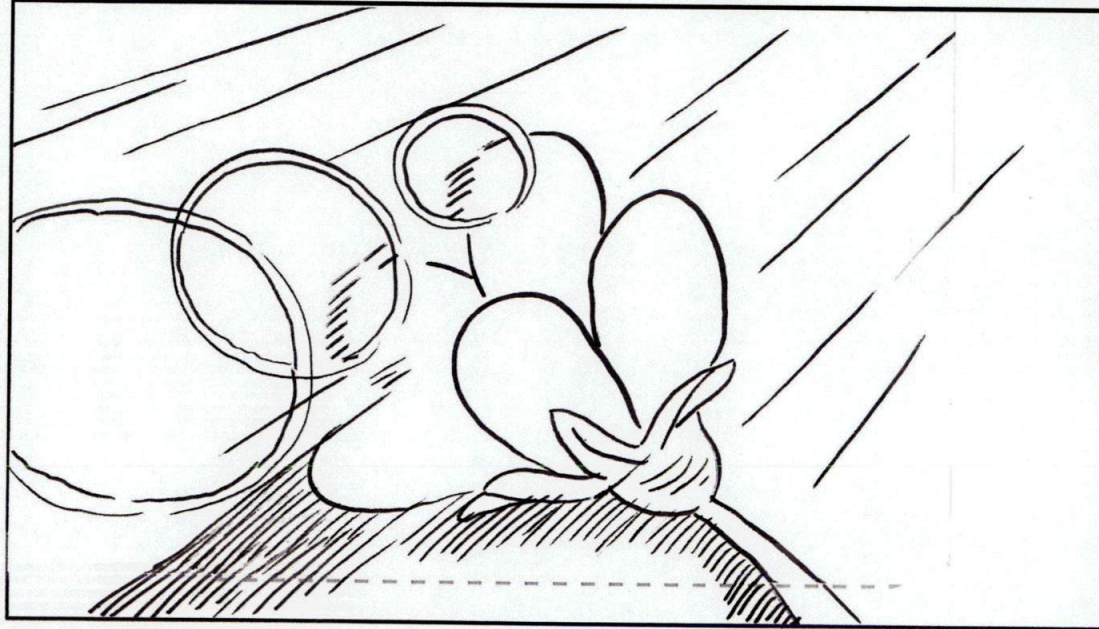
CUT

Sc. 05

Pnl. A

Bg.

day night

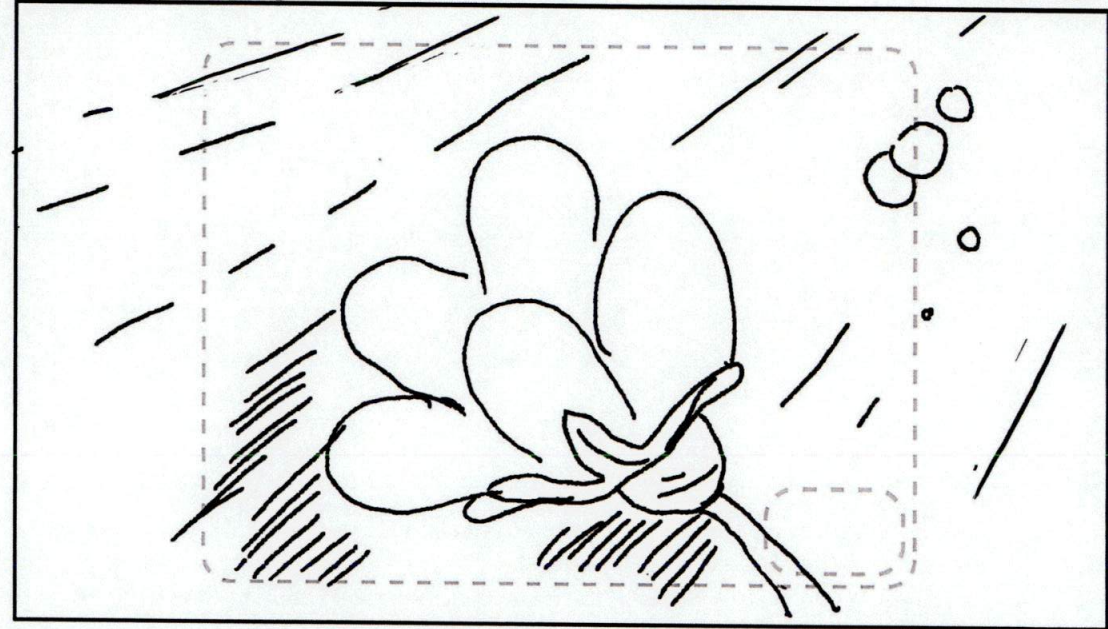


Sc. 05 cont

Pnl. B

Bg.

day night



Dialog:

WHITE
FADE IN
FROM white FU

Action:

- LENS FLARE

- FLOWER IN SUNSHINE.

Timing:

NOV 06 2014

EPISODE # 1025-204A

1025/204A

Production :

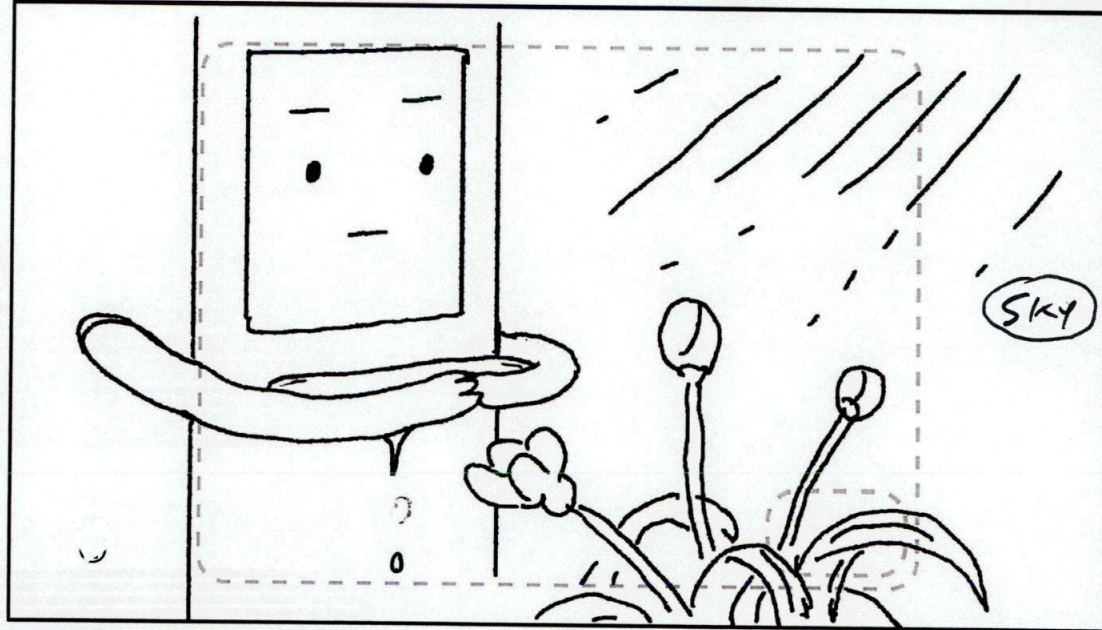
1025/204A



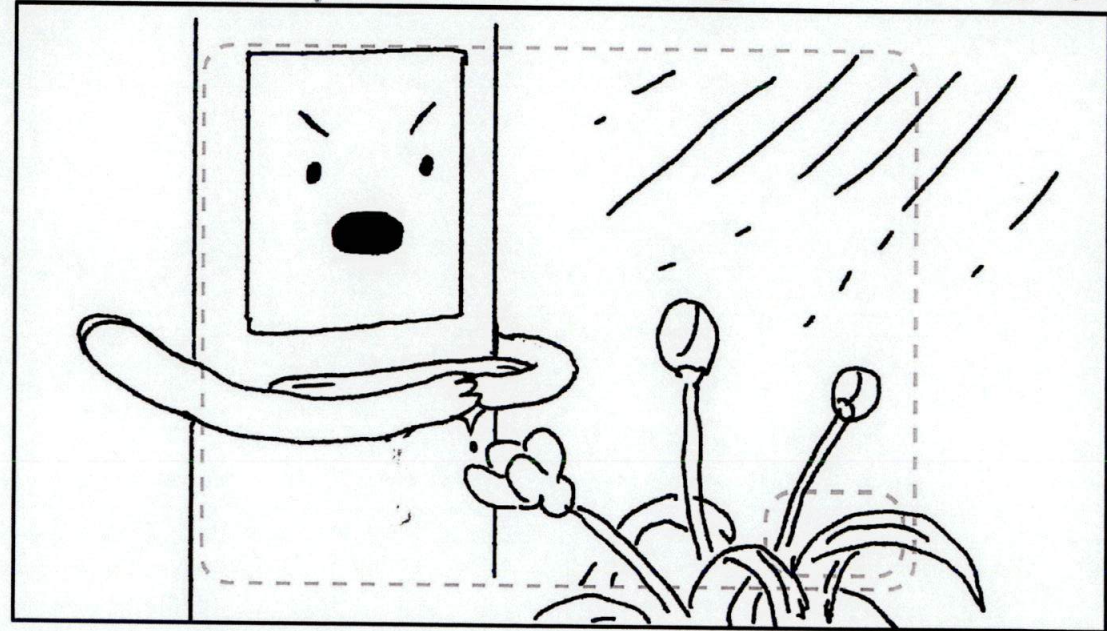
ADVENTURE TIME

Page 09

Sc. 06 Pnl. A Bg. day night



Sc. 06 CONT Pnl. B Bg. day night



Dialog:

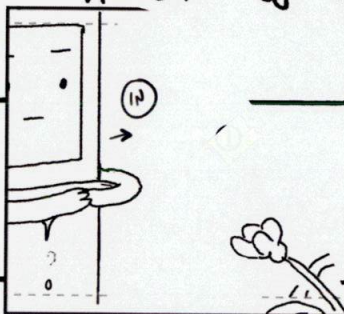
BMO DRANK UP!

Action:

- BMO HOLDS ARMLoad of WATER AGAINST BODY.

DEEP, TOUGH SOUNDING

Timing:



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Production :

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1025/204A

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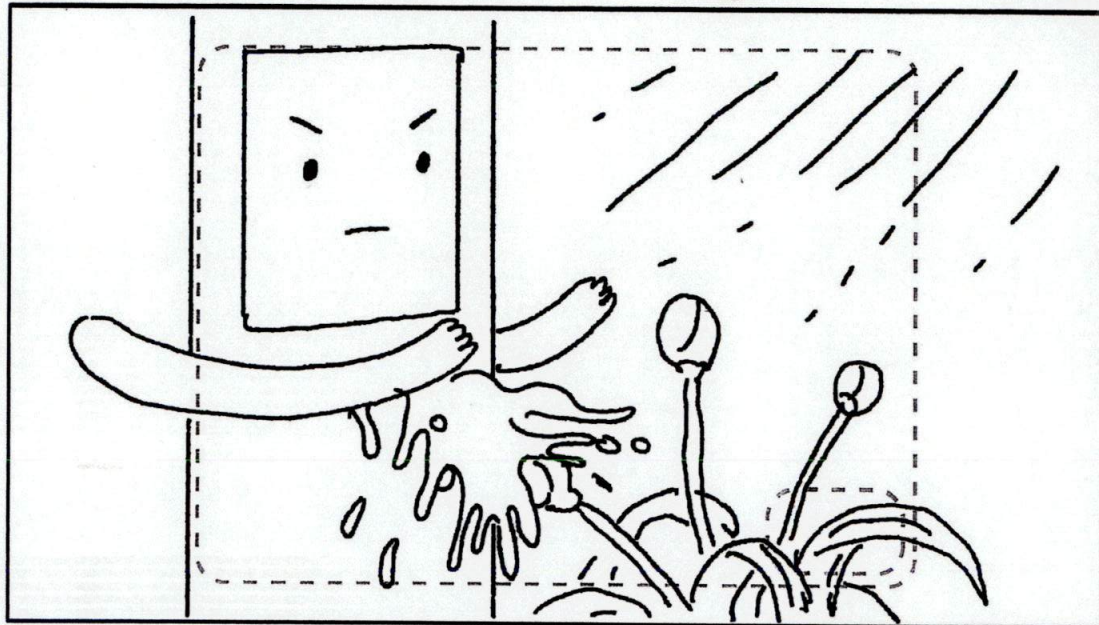
ADVENTURE TIME



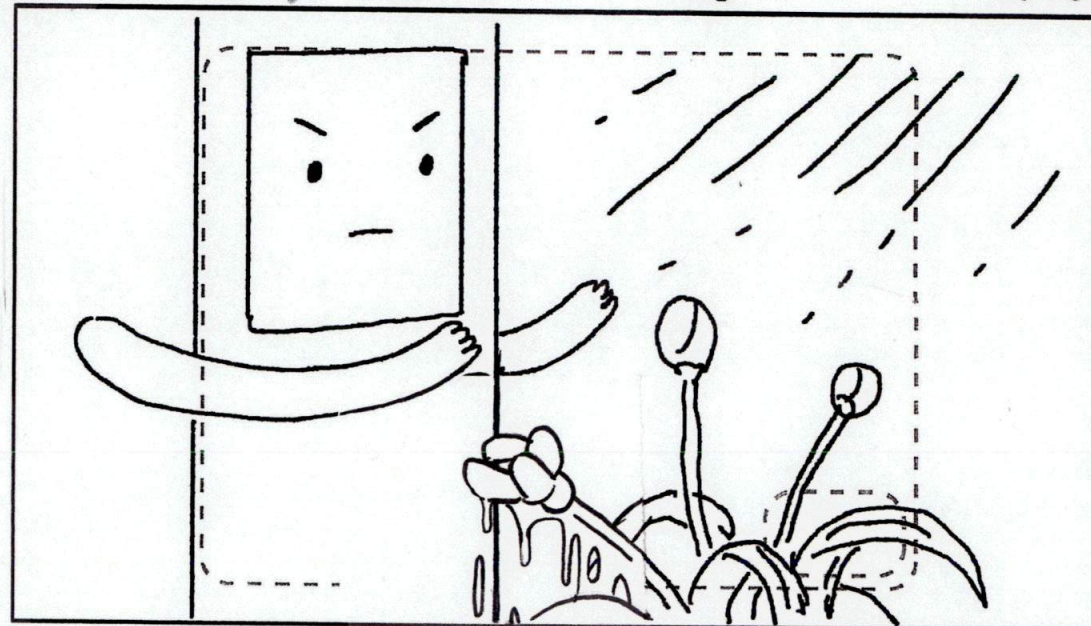
10

Page
10A ~~10A~~
day night

Sc. 06 *CONT* Pnl. C Bg. day night



Sc. 06 *CONT* Pnl. D Bg. day night



Dialog:

(SFX) = SPLISH-

Action:

- BMO THROWS ARMLoad of WATER ON FLOWERS.

NOV 06 2014

Timing:

1025-204A

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Production :

1025/204A

1025/204A

ADVENTURE TIME

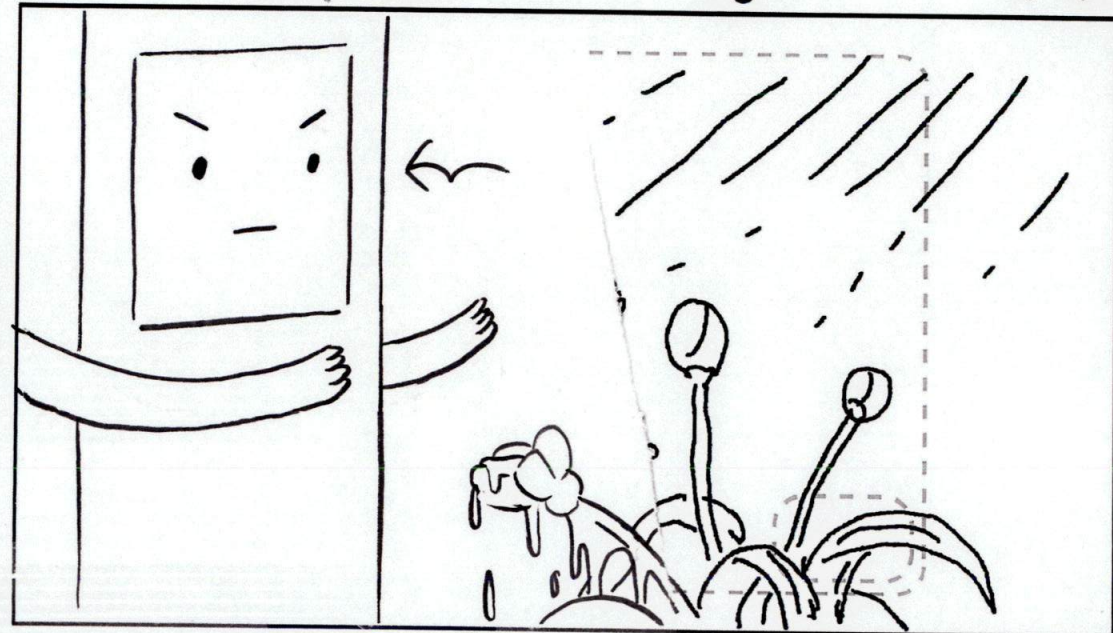


10 A

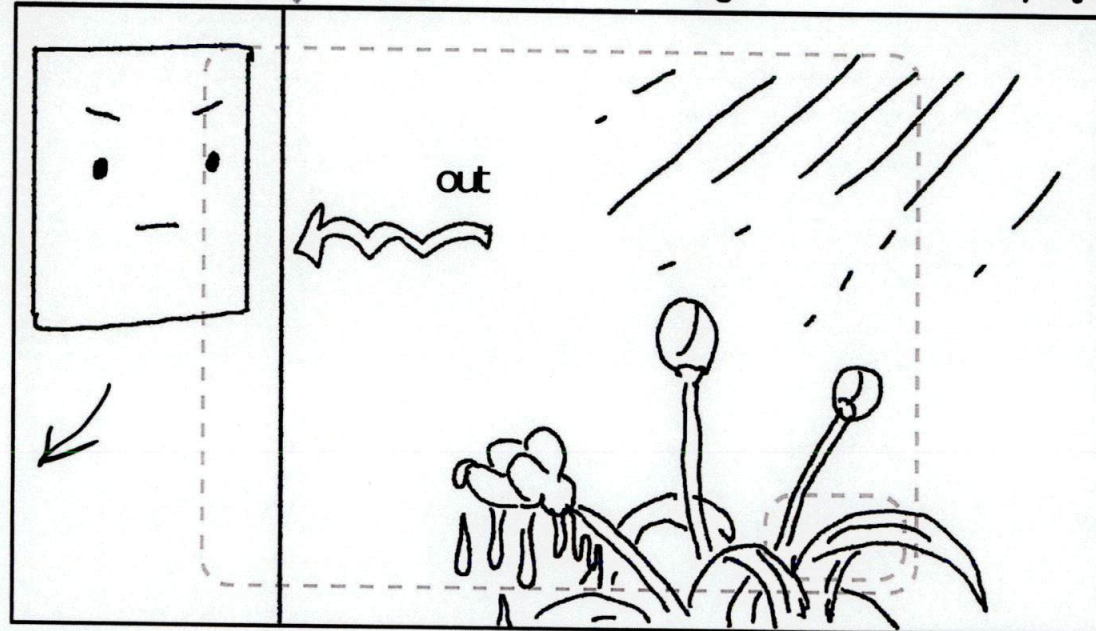
Page 10
day night

cut w/ XROSS 2 post

Sc. 6 CONT Pnl. E Bg. day night



Sc. 6 CONT Pnl. F Bg. day night



1025-204A

EPISODE #

1025/204A

Dialog:

Action:

-BMO BACKS AWAY.

-BMO LOWERS ARMS.

Timing:

NOV 06 2014

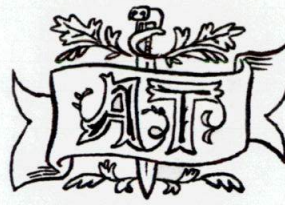
Production :

1025/204A

1025/204A

cut w/ X DISS w/ Port

ADVENTURE TIME

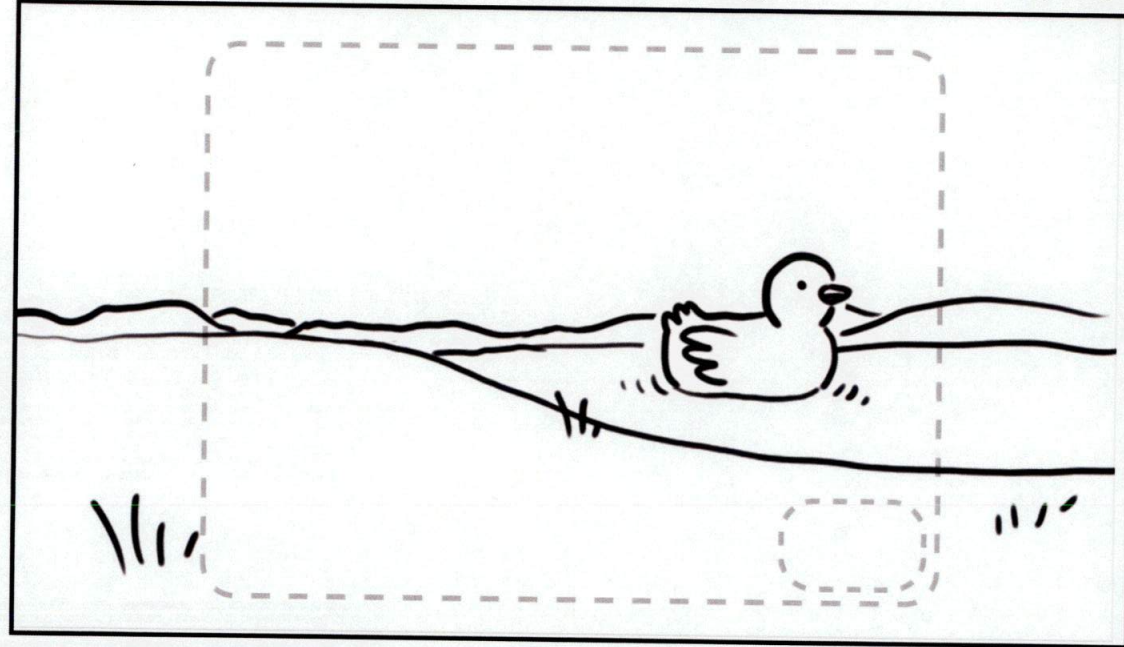


Sc. 6A

Pnl. A

Bg.

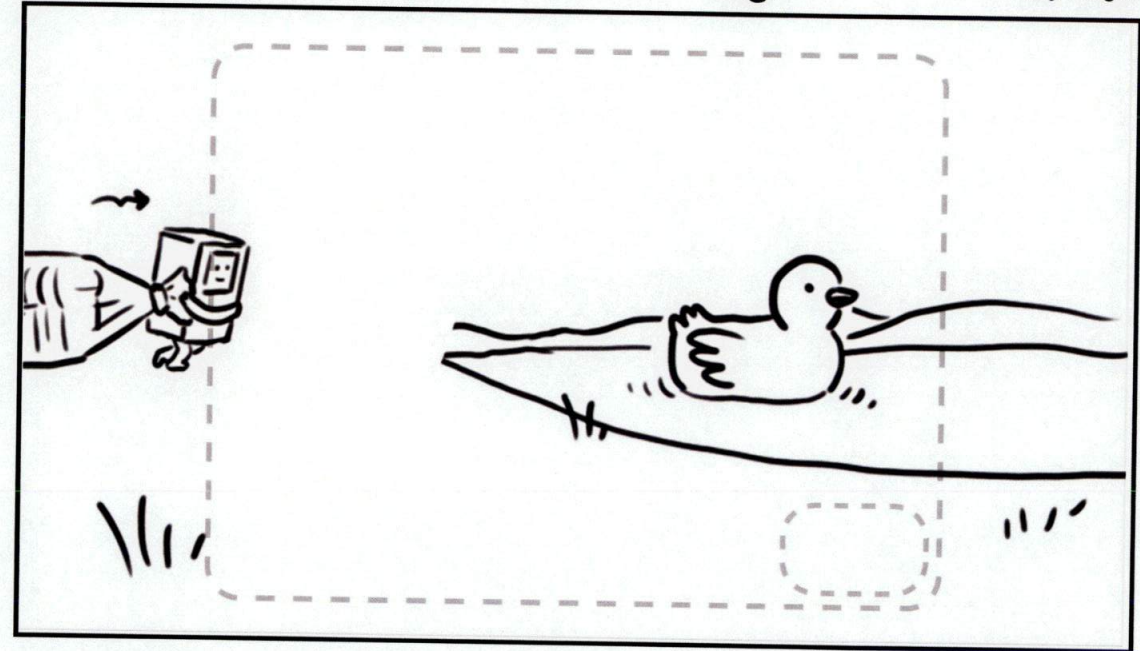
day night



Sc. 6A CONT

Pnl. B

Bg.



Page 10B
10C NEXT
day night

Dialog:

~~XX~~ X DISS

Action:

Timing:

NOV 06 2014

EPISODE #

Production:

1025/204A

1025/204A

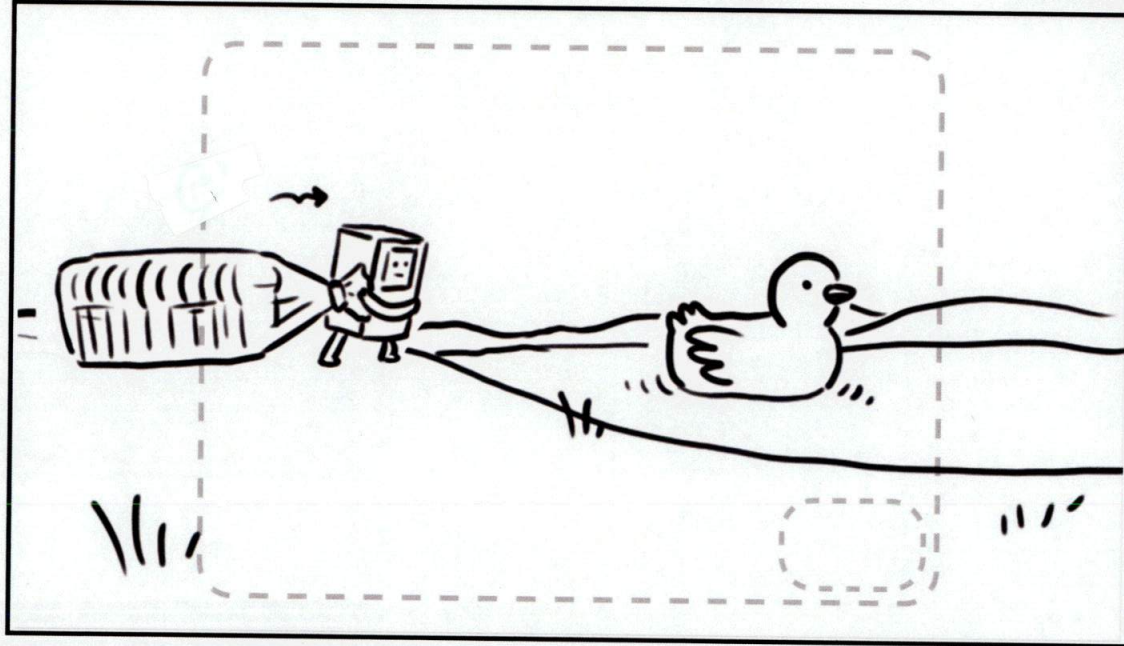
1025/204A

ADVENTURE TIME



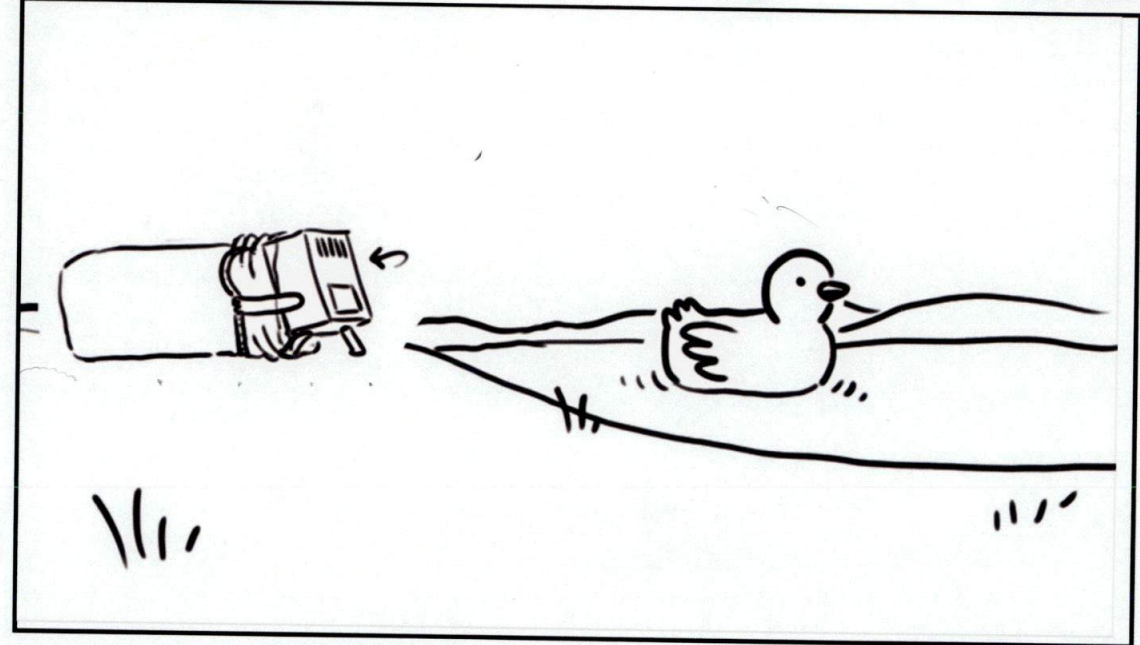
Sc. 6A *CONT* Pnl. C Bg.

day night



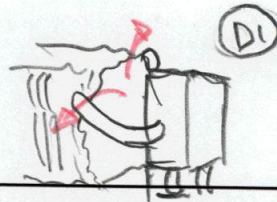
Sc. 6A *CONT* Pnl. D Bg.

Page 10C
10D NEXT
day night



Dialog:

SFX: <dragging>



Action:

turn w/ step w/ arms
open bag

Timing:

NOV 06 2014

EPISODE #

1025/204A

Production:

1025/204A



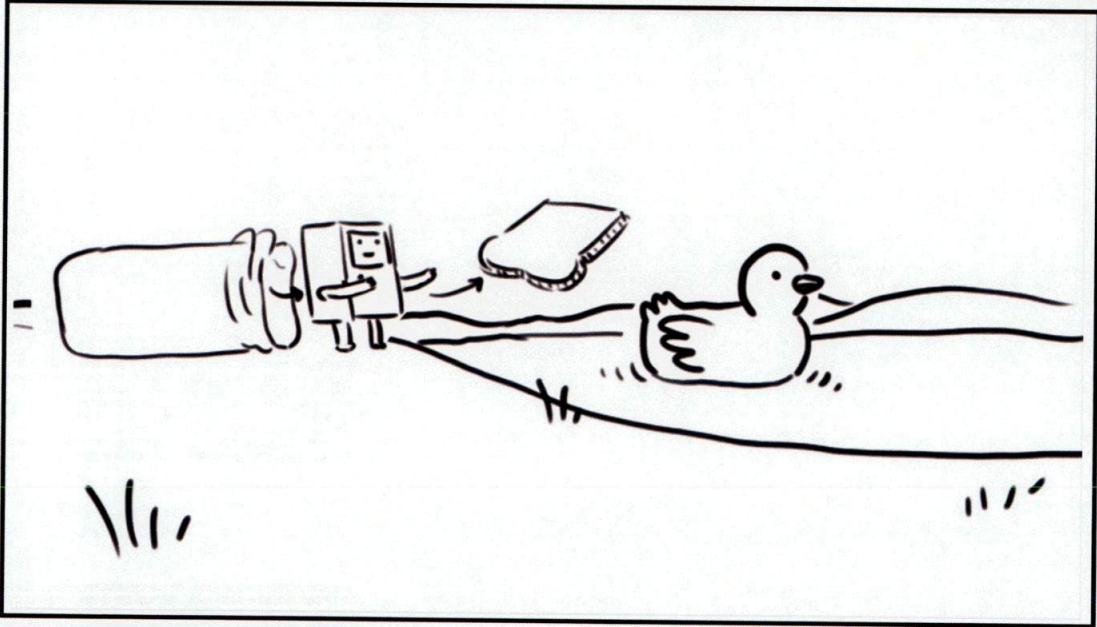
ADVENTURE TIME

Sc. 6A *CONT*

Pnl. E

Bg.

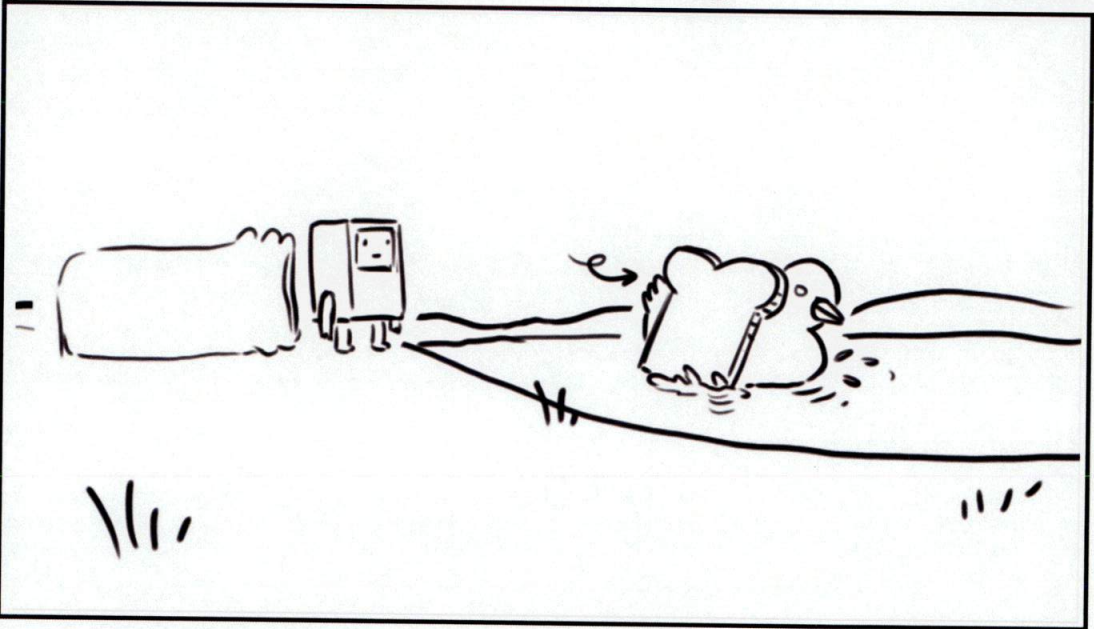
day night



Sc. 6A *CONT*

Pnl. F

Bg.



Page 10D
10E NEXT
day night

Dialog:

Action:

Timing:

NOV 06 2014

EPISODE #

Production:

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1025/204A

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ADVENTURE TIME

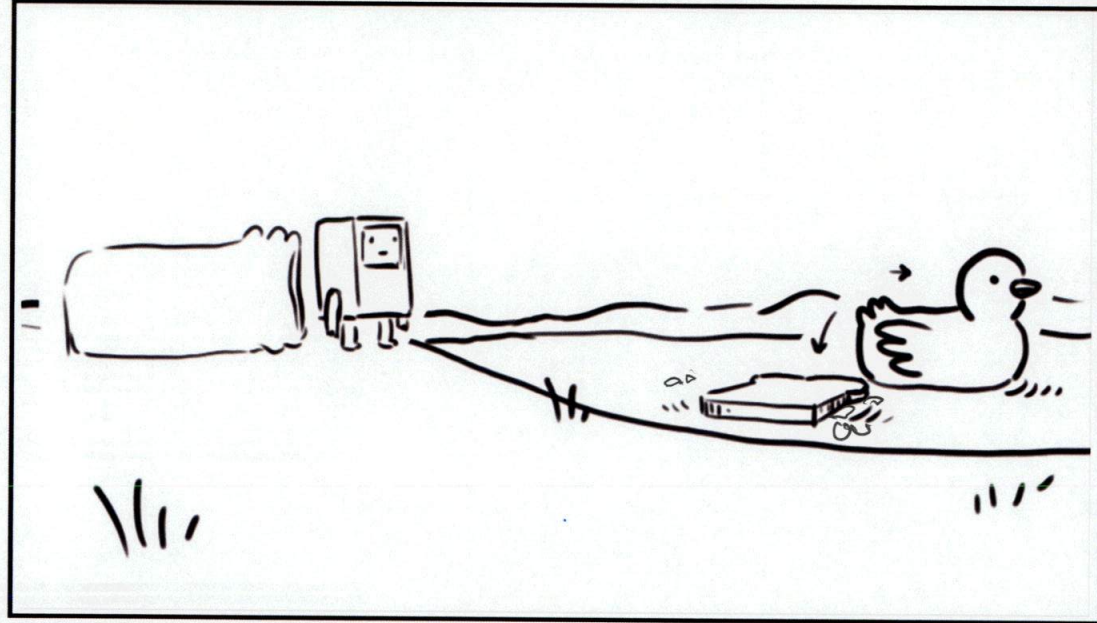


Sc. 6A *CONT*

Pnl. G

Bg.

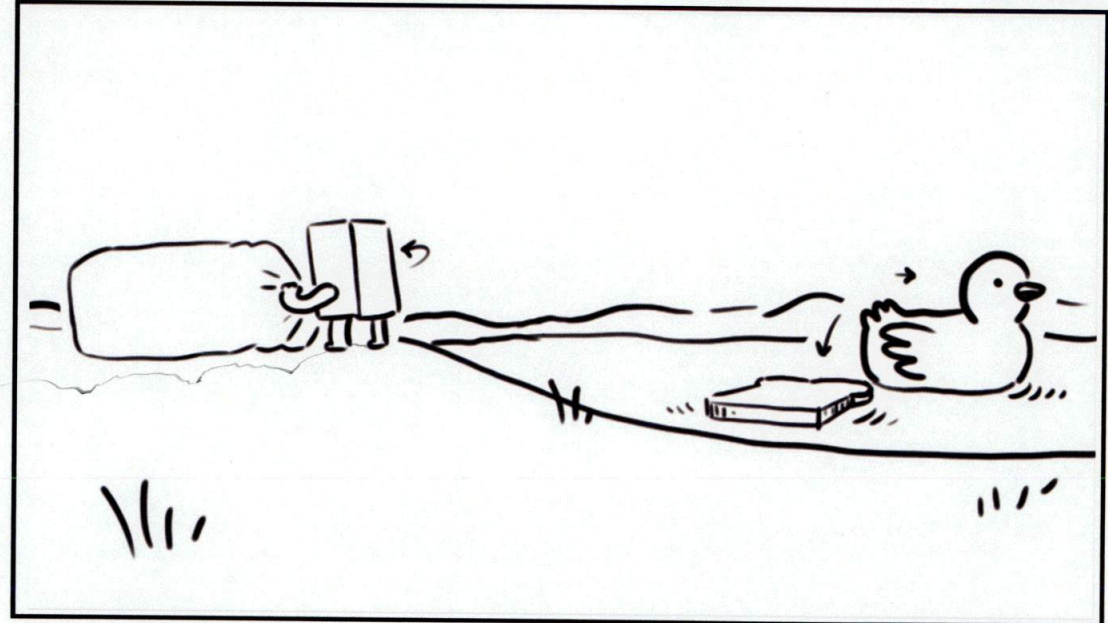
day night



Sc. 6A *CONT*

Pnl. H

Bg.



Page 10E
10F NEXT
day night

Dialog:

Action:

Timing:

NOV 06 2014

EPISODE #

Production:

1025/204A

1025/204A



ADVENTURE TIME

Sc. 6A

CONT

Pnl. I

Bg.

day night

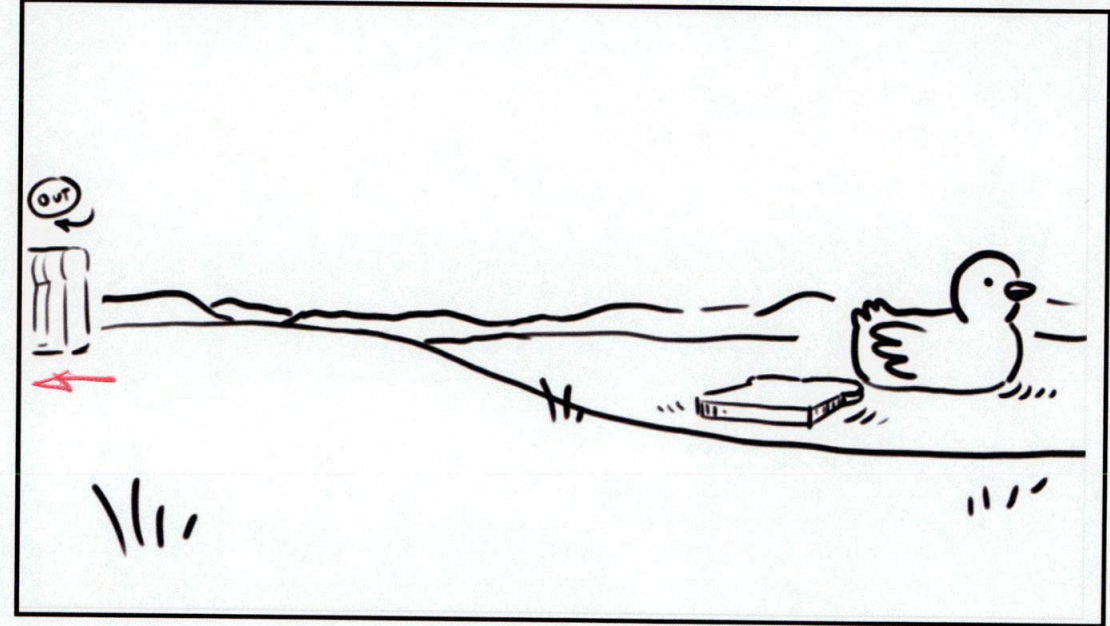
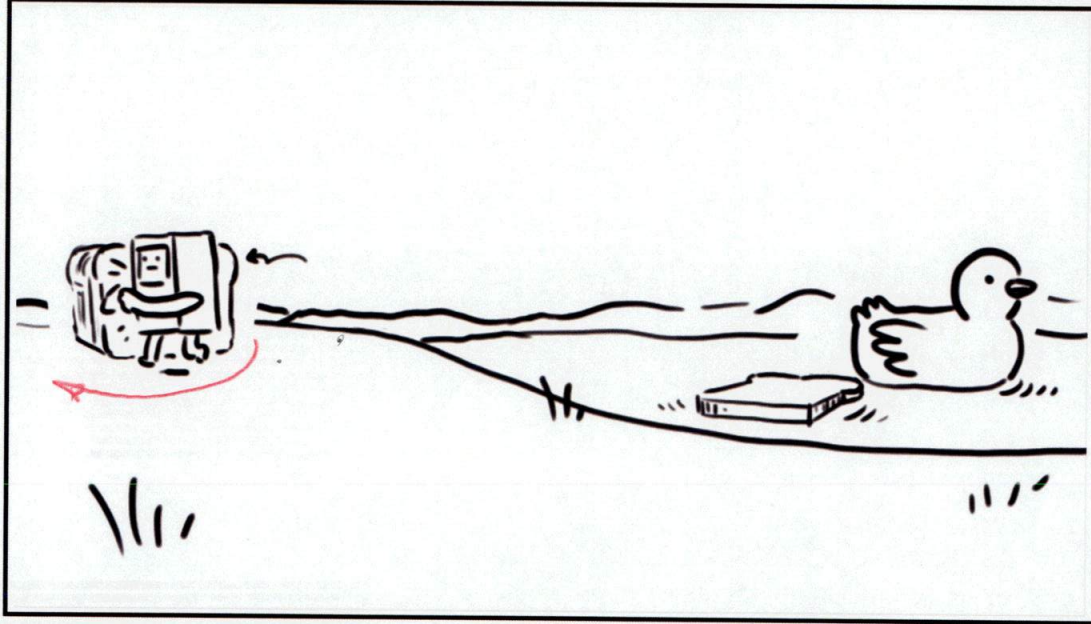
Sc. 6A

CONT

Pnl. J

Bg.

Page 10F
11/NET
day night



cut w/ wire a post

Dialog:

Action:

Timing:

NOV 06 2014

EPISODE #

Production:

1025/204A

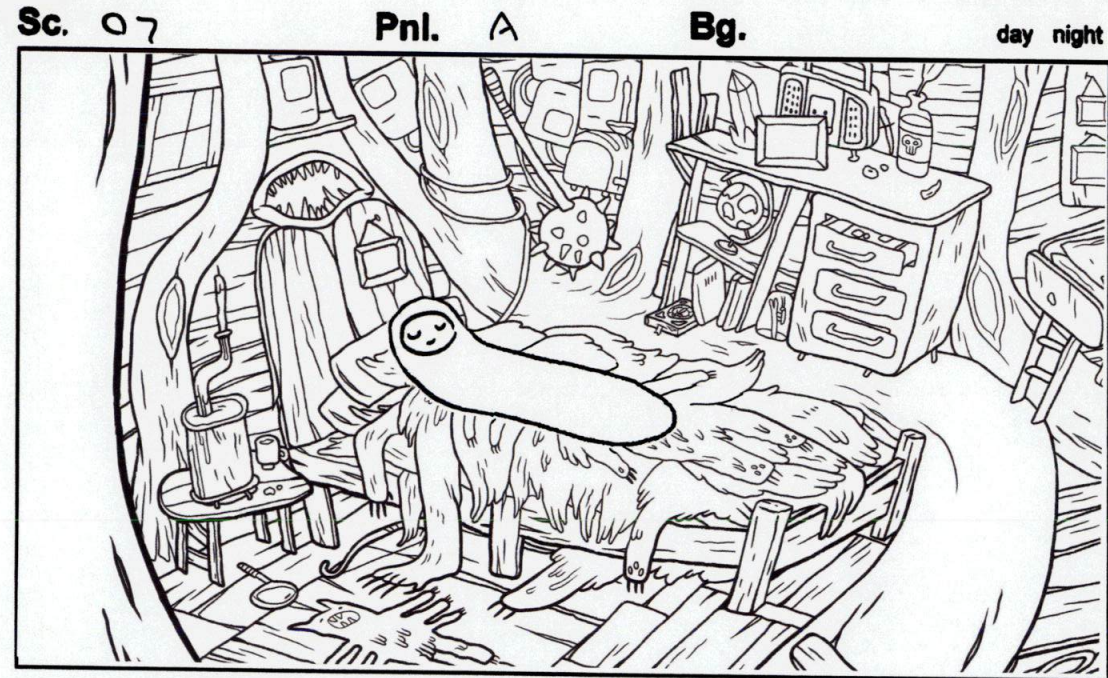
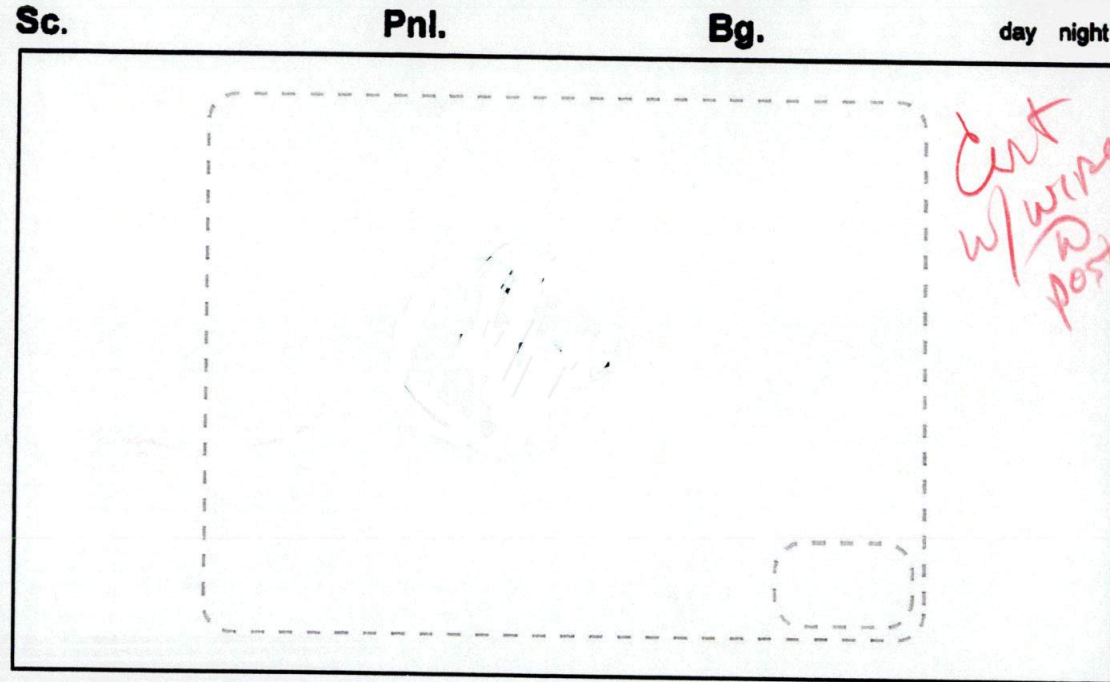
1025/204A

1025/204A

ADVENTURE TIME



Page 11



Ho cut

EPISODE # 1025-204A

1025/204A

Dialog:

Action:

Timing:

NOV 06 2014

- FINN SLEEPING IN SLEEPING BAG.

Production :

1025/204A

1025/204A



ADVENTURE TIME

12

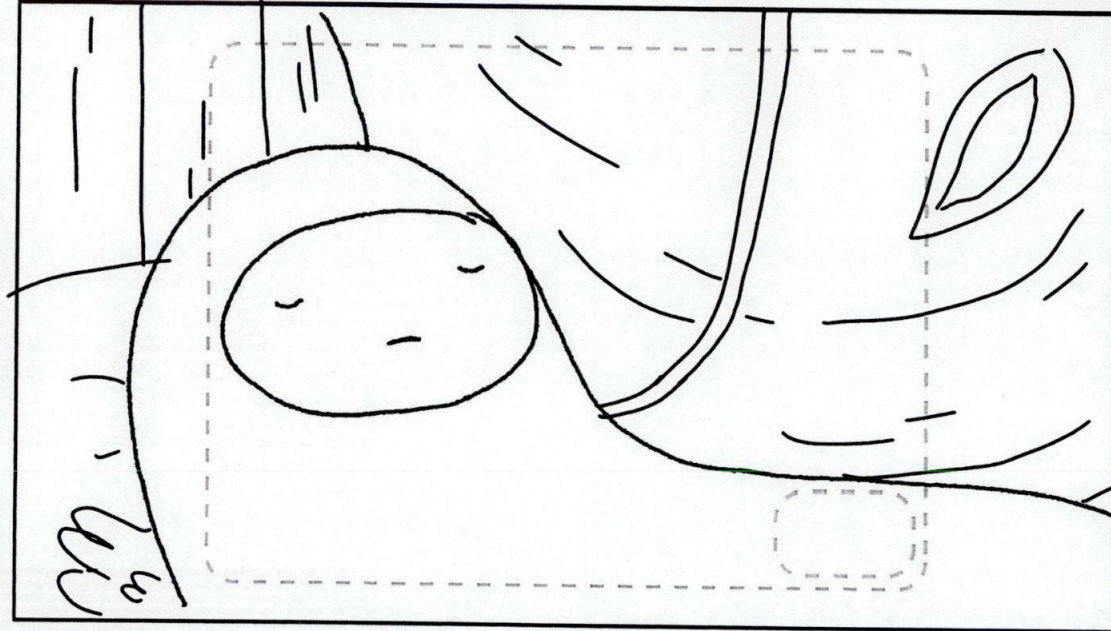
Page _____

Sc. 08

Pnl. A

Bg.

day night

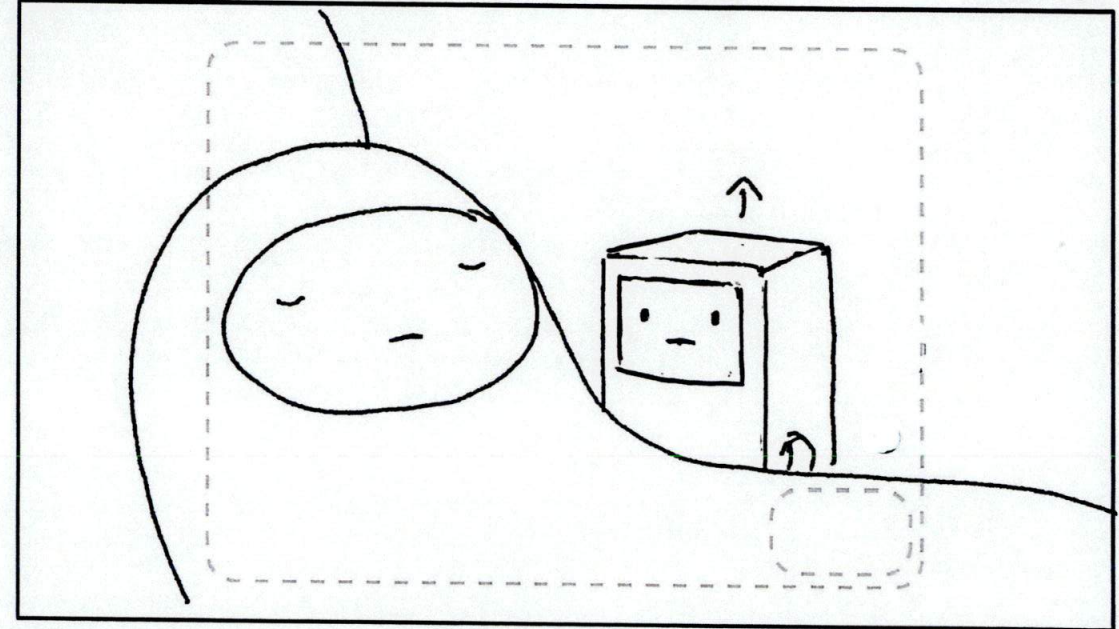


Sc. 08 CONT

Pnl. B

Bg.

day night



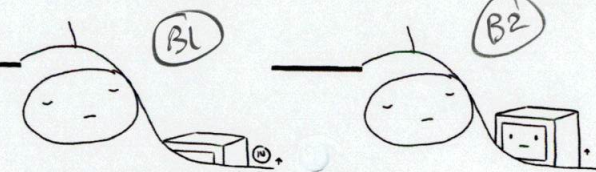
Dialog:

Action:

-BMO RISES ON/S NEXT TO FINN.

NOV 06 2014

Timing:



1025-204A

EPISODE #

1025/204A

Production :

1025/204A

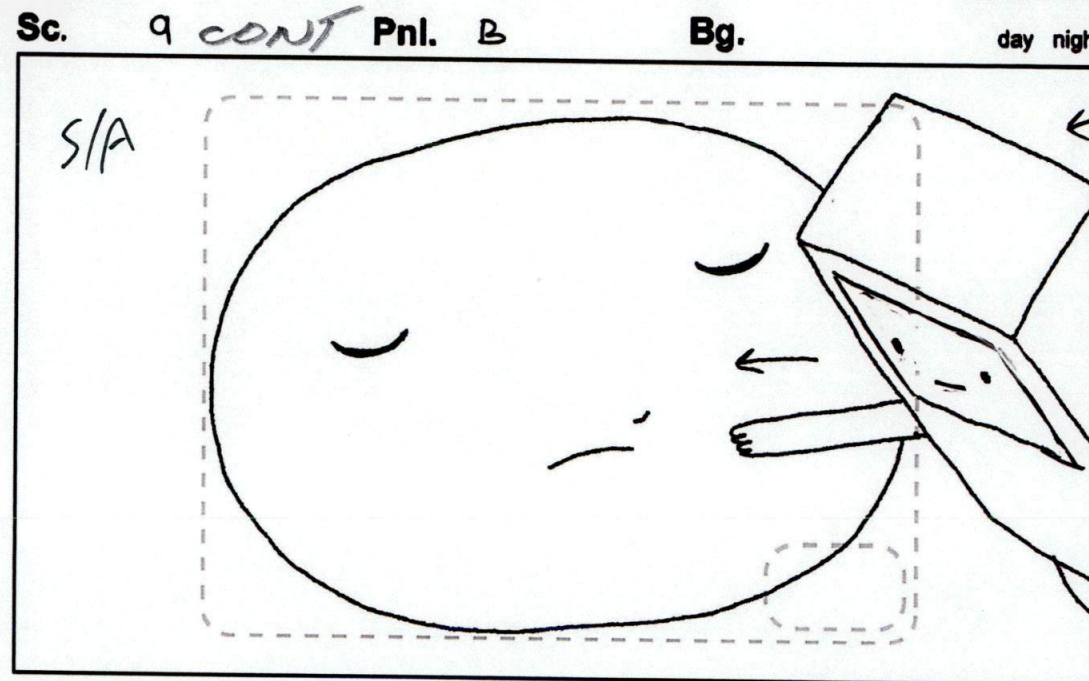
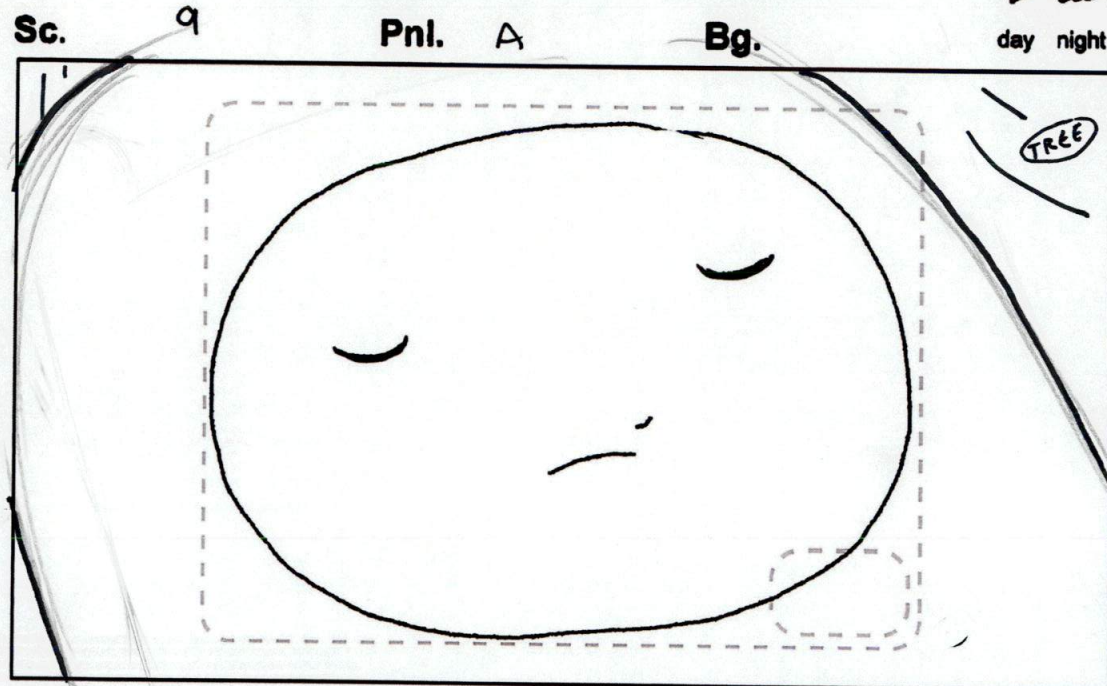
He cut

He cut



ADVENTURE TIME

Page 13



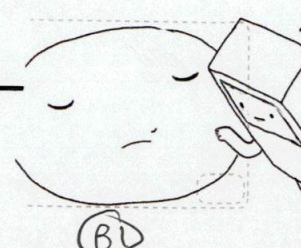
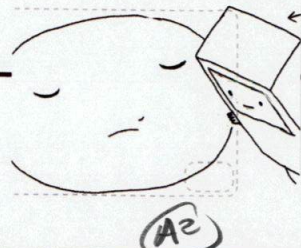
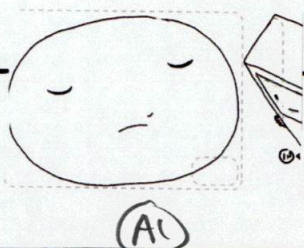
Dialog:

Action:

- SINGLE MUSTACHE HAIR.

- BMO REACHES ON/S.

Timing:



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Production :

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HU
cut

ADVENTURE TIME



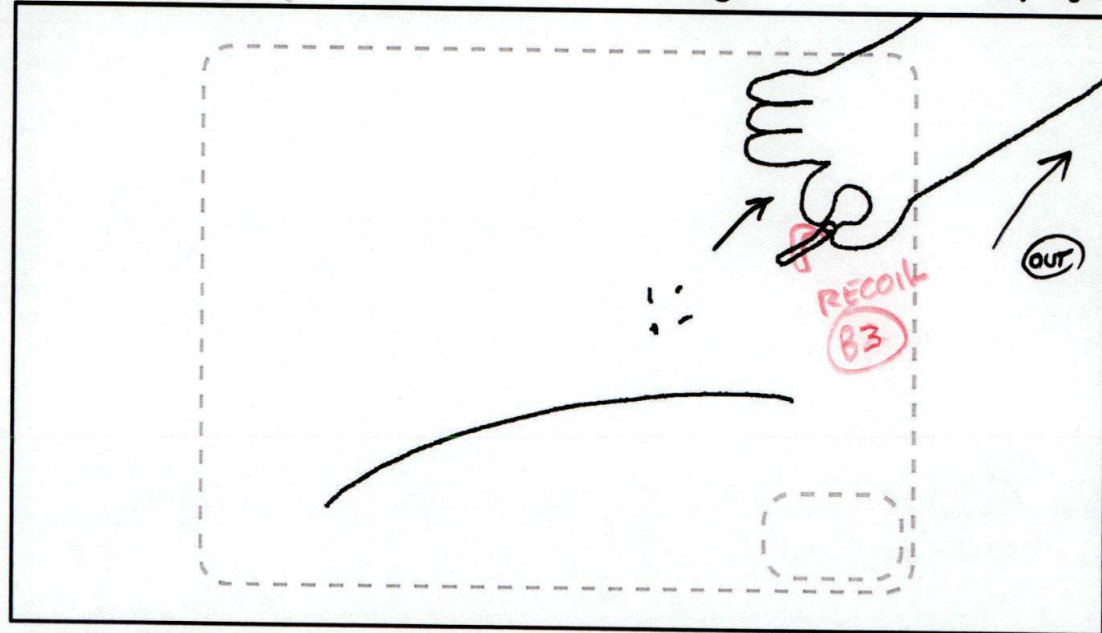
14

Page

Sc. 10 Pnl. A Bg. day night



Sc. 10 cont Pnl. B Bg. day night



HU
cut

1025-204A

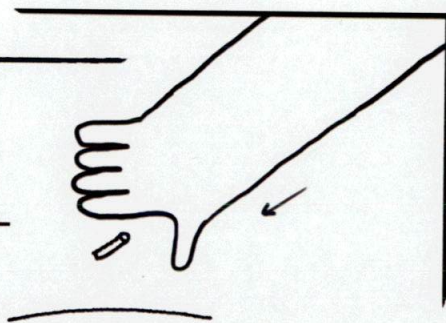
EPISODE #

1025/204A

Dialog:

Action:

Timing:



(A)

(2)

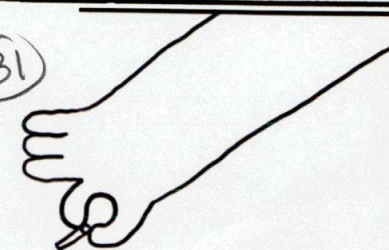
-BMO PULLS OUT MUSTACHE. HAIR

SFX: POINK

(B2)

NOV 06 2014

(B1)



whisker w/ pull stretch

Production :

1025/204A

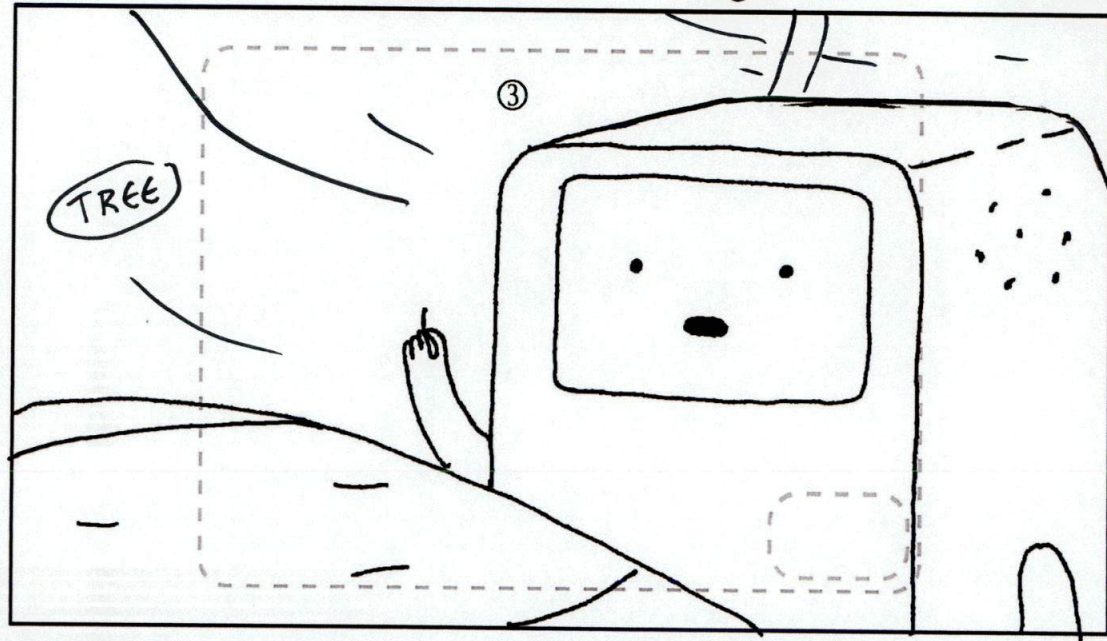


ADVENTURE TIME

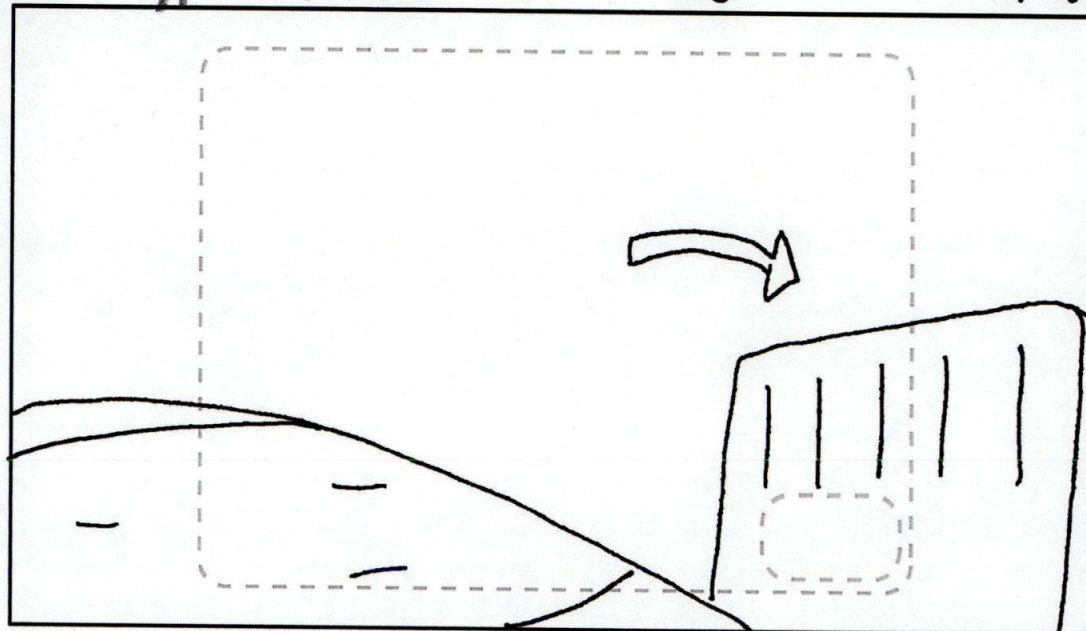
15

Page

Sc. 11 Pnl. A Bg. day night



Sc. 11 cont Pnl. B Bg. day night



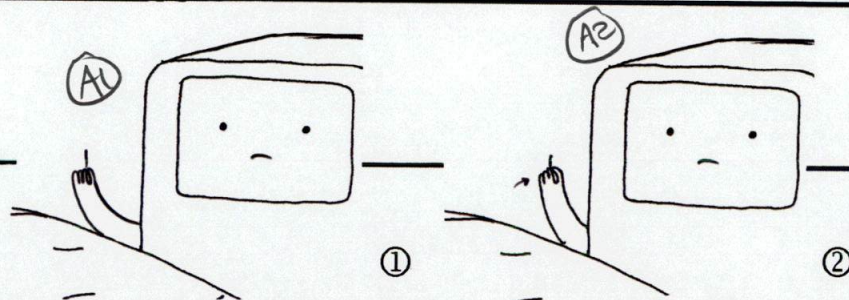
Dialog:

BMO (SOLEMN) FOREVER YOUNG.

Action:

- BMO TURNS AWAY.

Timing:



NOV 06 2014

Production :

EPISODE # 1025-204A

1025/204A

1025/204A

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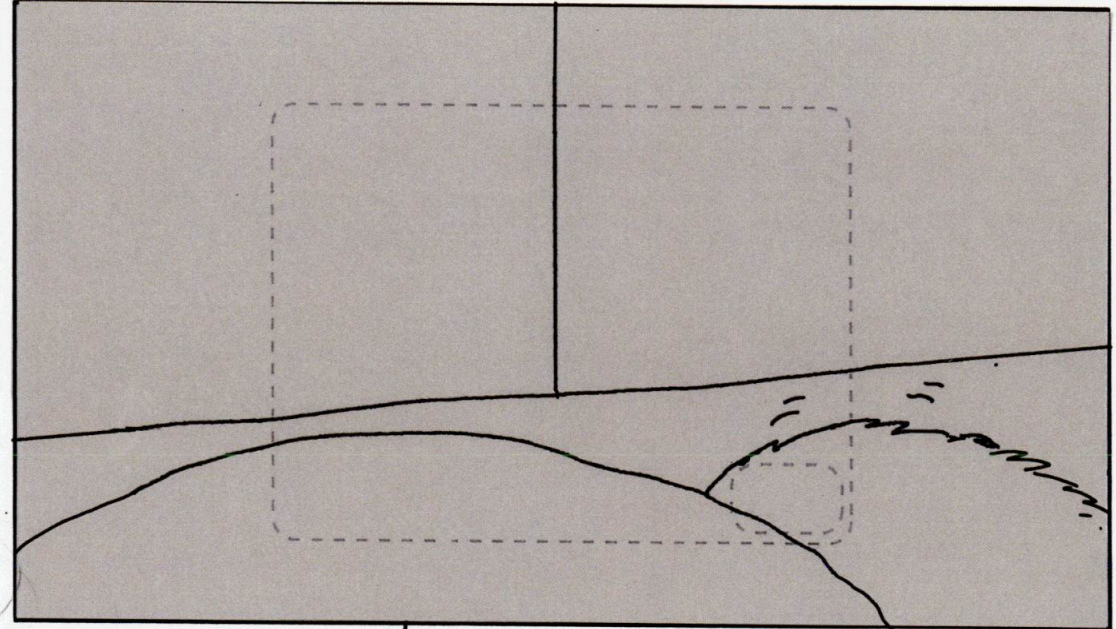
ADVENTURE TIME



Sc. 12 Pnl. A Ba. day night



Sc. 13 Pnl. A Bg. day night



Dialog:

BMO: MUSTACHES BELONG IN
THE CUPBOARD

Action:

-BMO WALKS ON/S.

-INT CABINET.

-RAT RUSTLES IN FOREGROUND.

Timing:

NOV 06 2014

1025-204A

EPISODE #

1025/204A

Production :

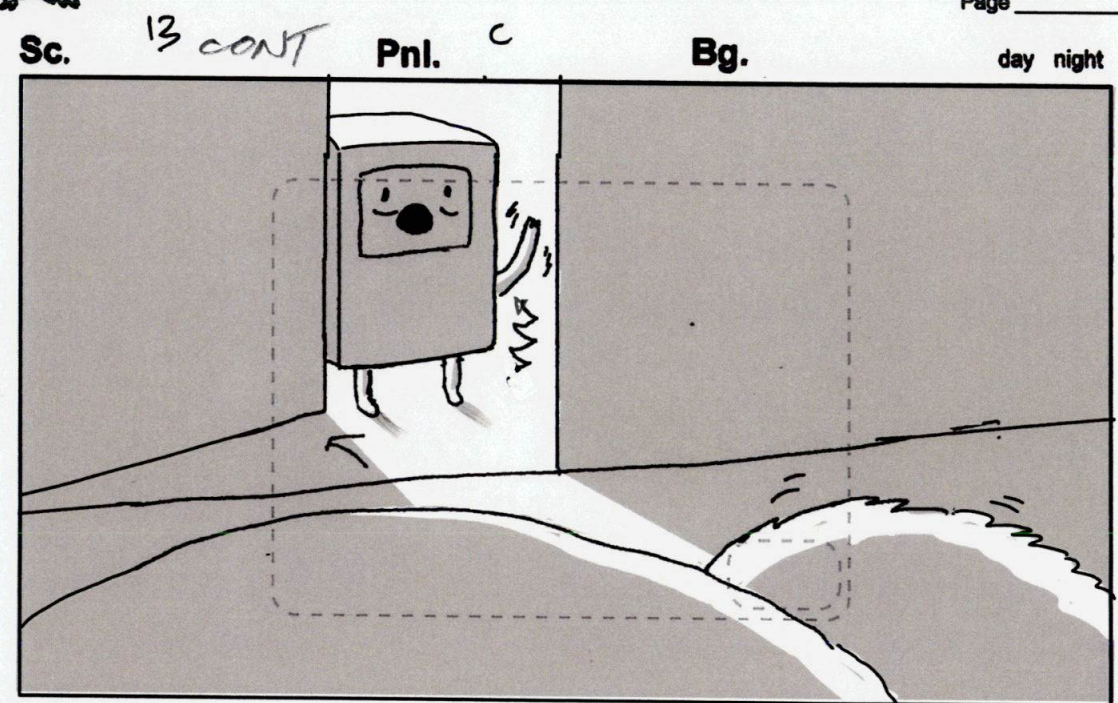
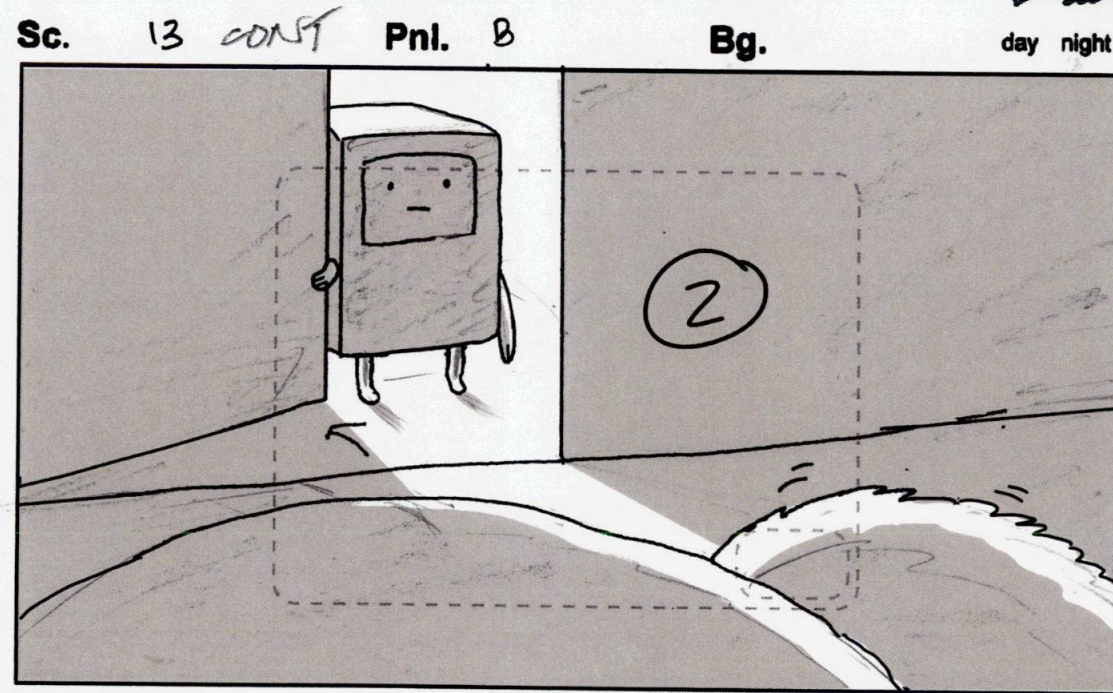
1025/204A

ADVENTURE TIME



17

Page _____
day night



HO
CUT

1025-204A

EPISODE #

1025/204A

Dialog:

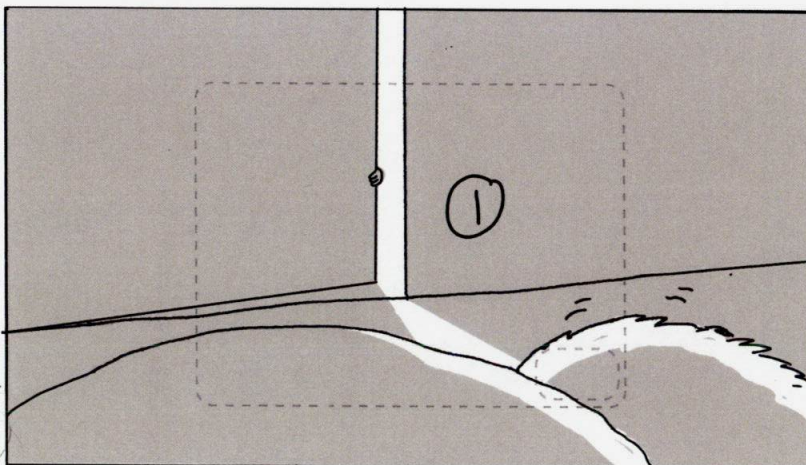
(SFX) CREEEK!

Action:

-BMO OPENS CABINET.

Timing:

(B1)



(BMO) A I I I I I I I --

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Production :

1025/204A

1025/204A

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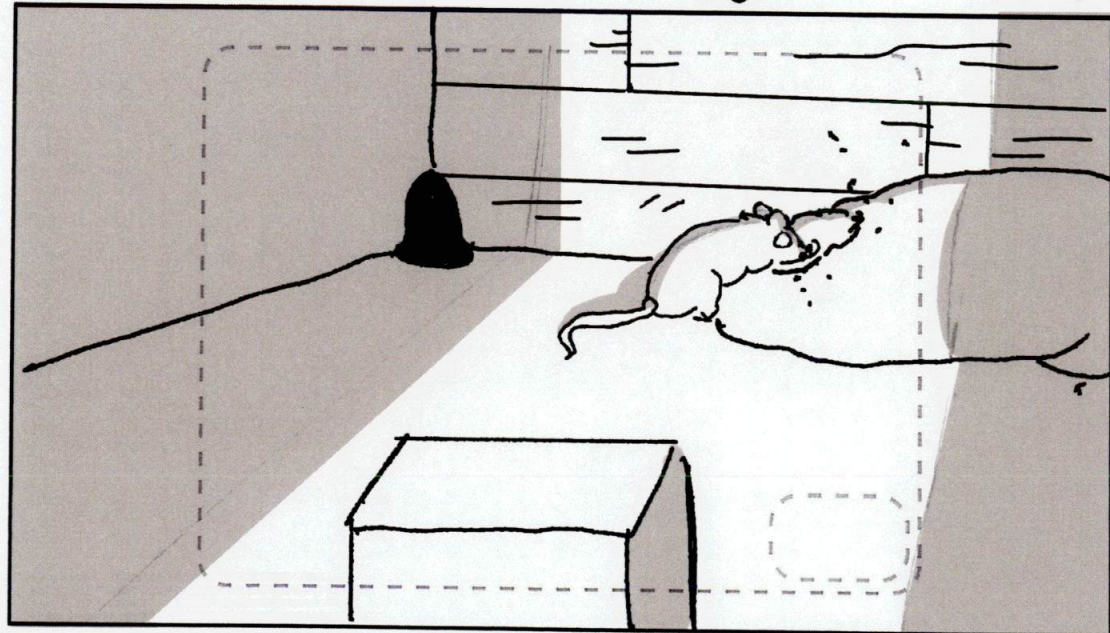


ADVENTURE TIME

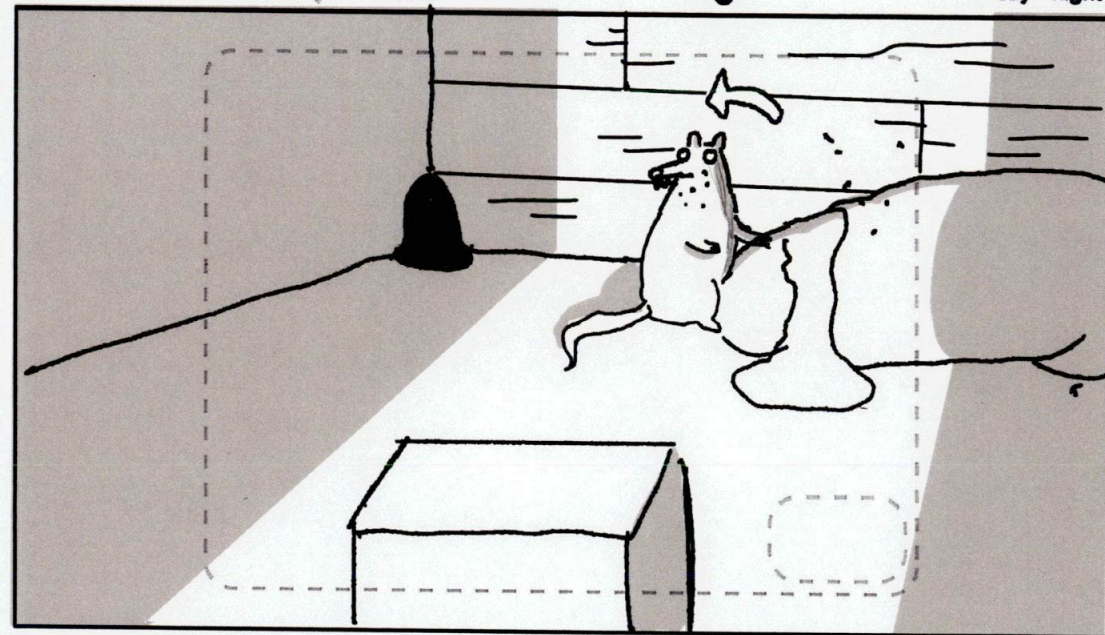
18

Page

Sc. 14 Pnl. A Bg. day night



Sc. 14 CONT Pnl. B Bg. day night



Dialog:

BMO

(CONT)

(vo)

I

I

I

I

I

I

I

I

I

I

I

!

Action:

- RAT EATS FLOUR

- RAT LOOKS UP.

Timing:

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Production :

1025-204A

EPISODE #

1025/204A

1025/204A

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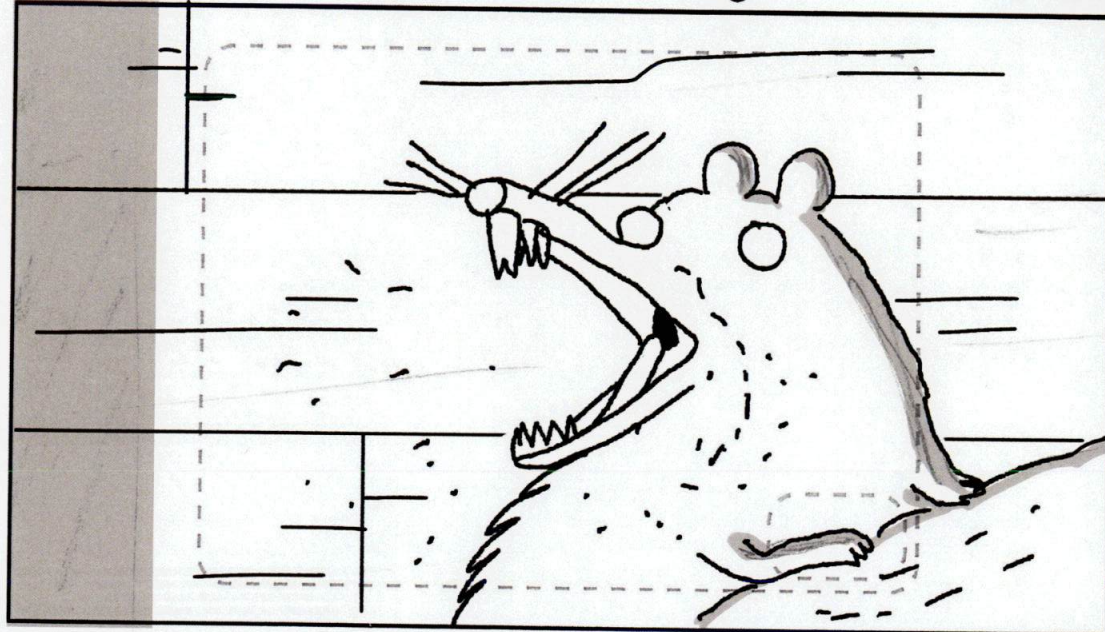
ADVENTURE TIME



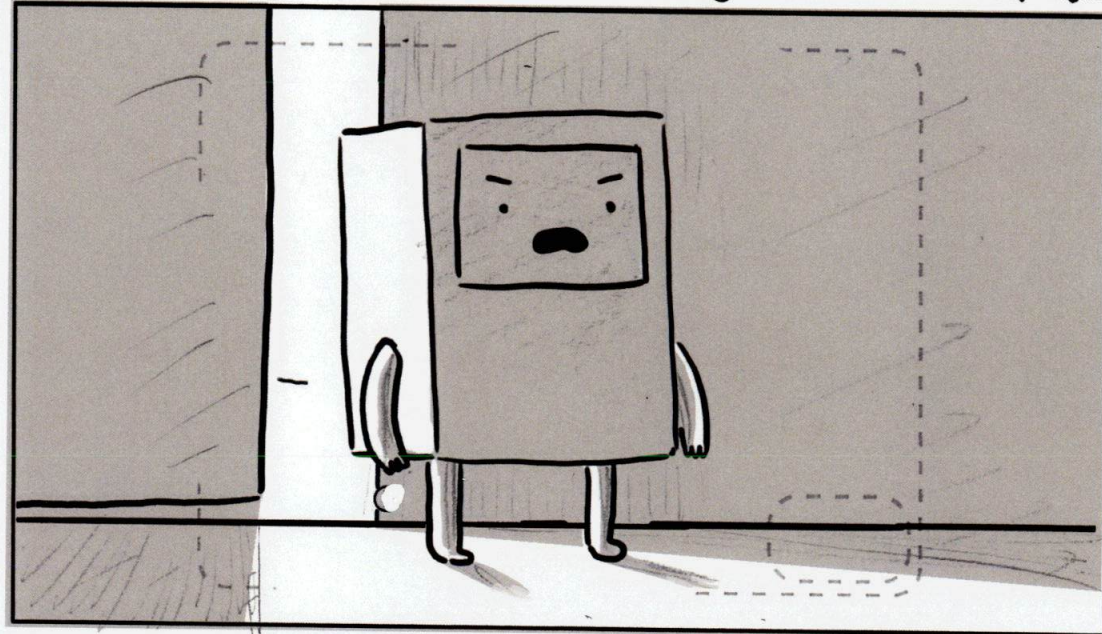
19

Page

Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



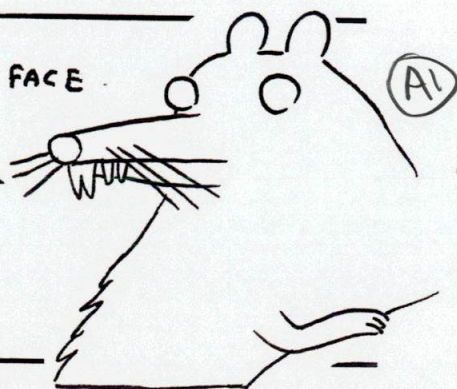
Dialog:

Q SKWEER!

Action:

FLOUR ON ITS FACE

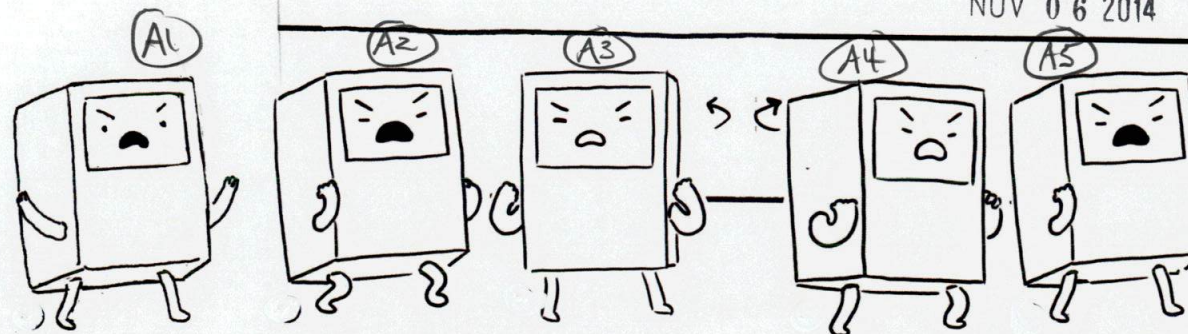
Timing:



BMO

OH ! OOH I'M SIMMERIN' !
I'M SO ... I'M SO ...

NOV 06 2014



Production :

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EPISODE #

1025/204A

1025/204A

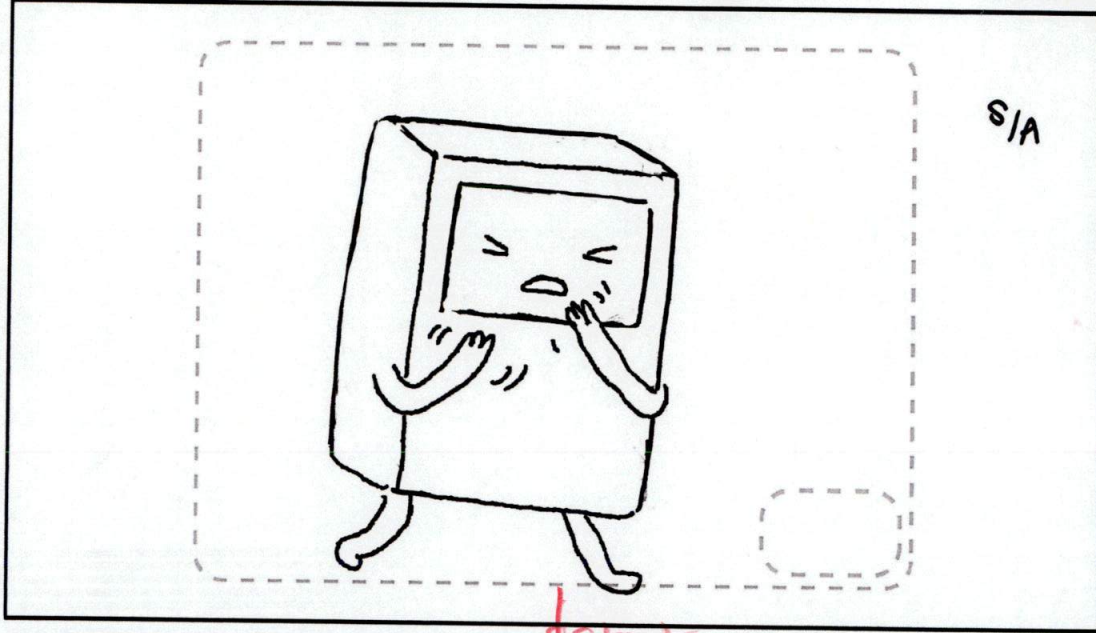
ADVENTURE TIME



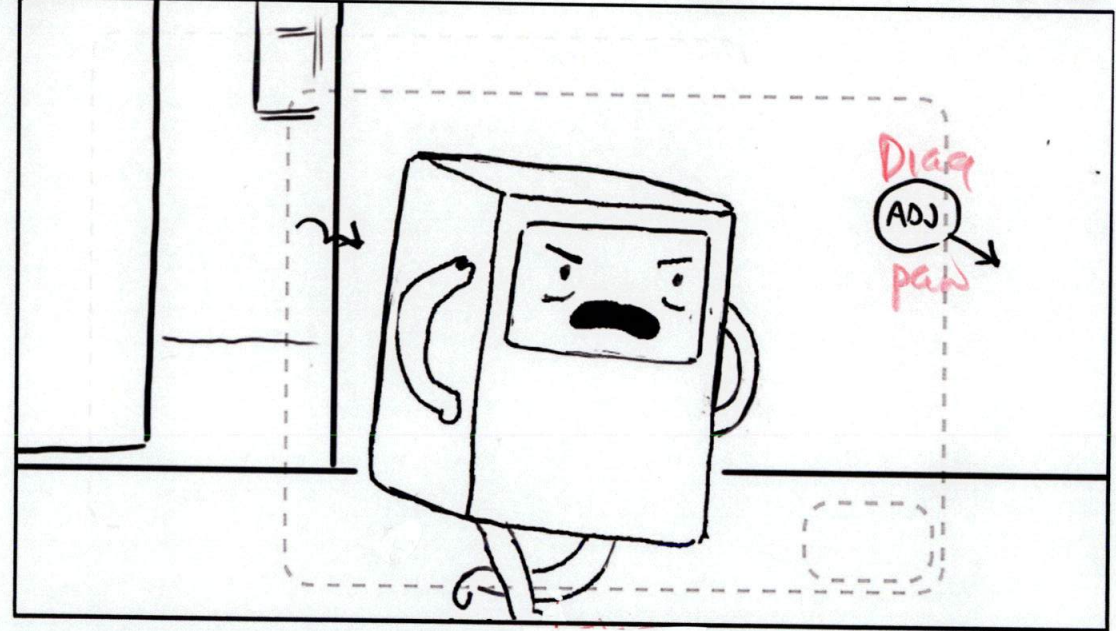
20

Page _____

Sc. 16 CONT Pnl. B Bg. day night



Sc. 16 CONT Pnl. C Bg. day night



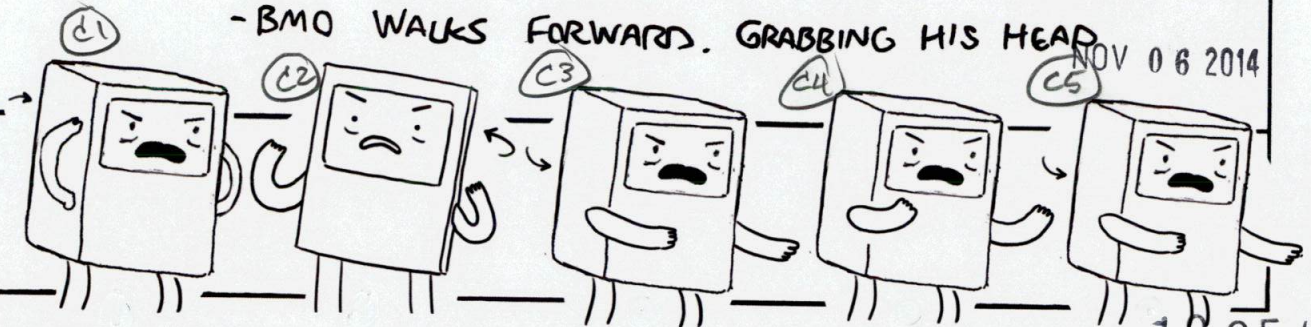
Dialog:

(BMO) / RRRRR R!

Action:

(BMO) / I'M SO MAD!
A RAT IN THE FLOUR?
A RAT IN THE FLOUR?!?

Timing:



1025-204A

EPISODE #

1025/204A

Production :

1025/204A

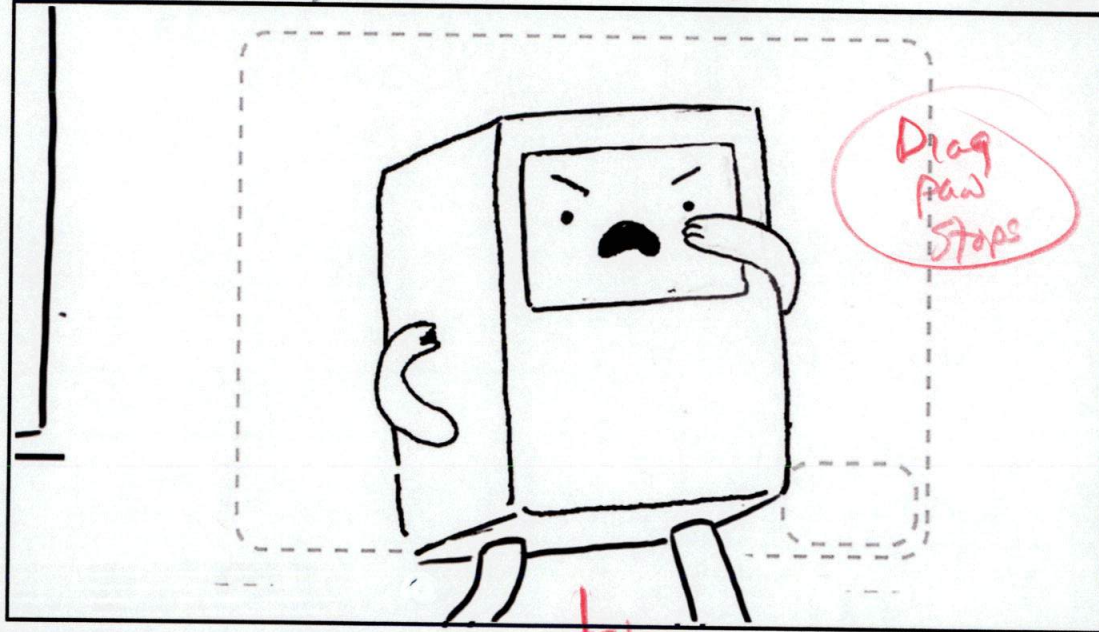
ADVENTURE TIME



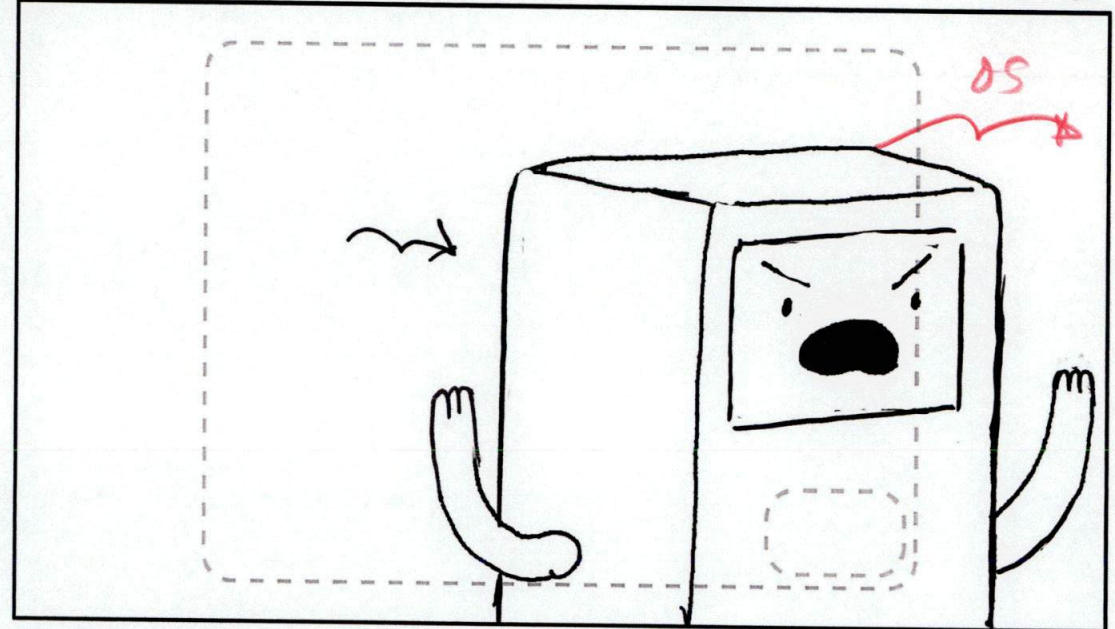
21

Page

Sc. 16 CONT Pnl. D Bg. day night



Sc. 16 CONT Pnl. E Bg. day night

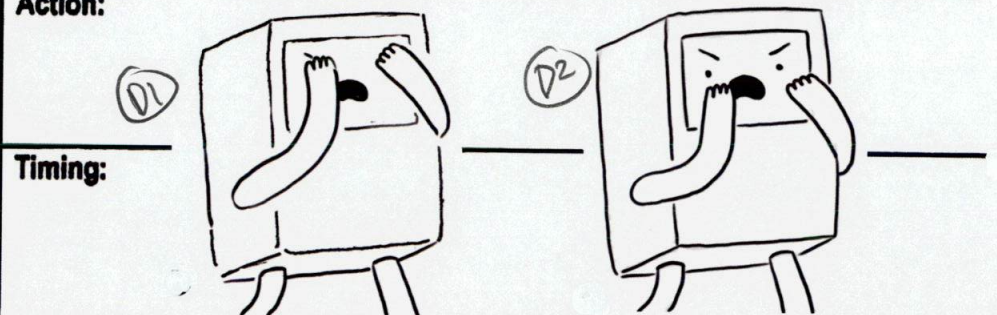


Dialog:

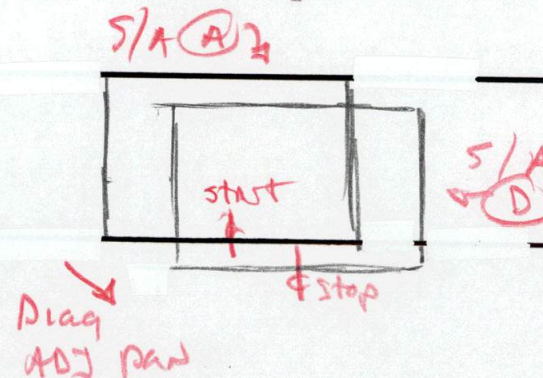
BMO: OH I'M SMOKED!
I'M A HOT LOG!

BMO: I GOTTA THUMB WAR!

Action:



Timing:



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1025-204A

EPISODE #

1025/204A

Production :

1025/204A

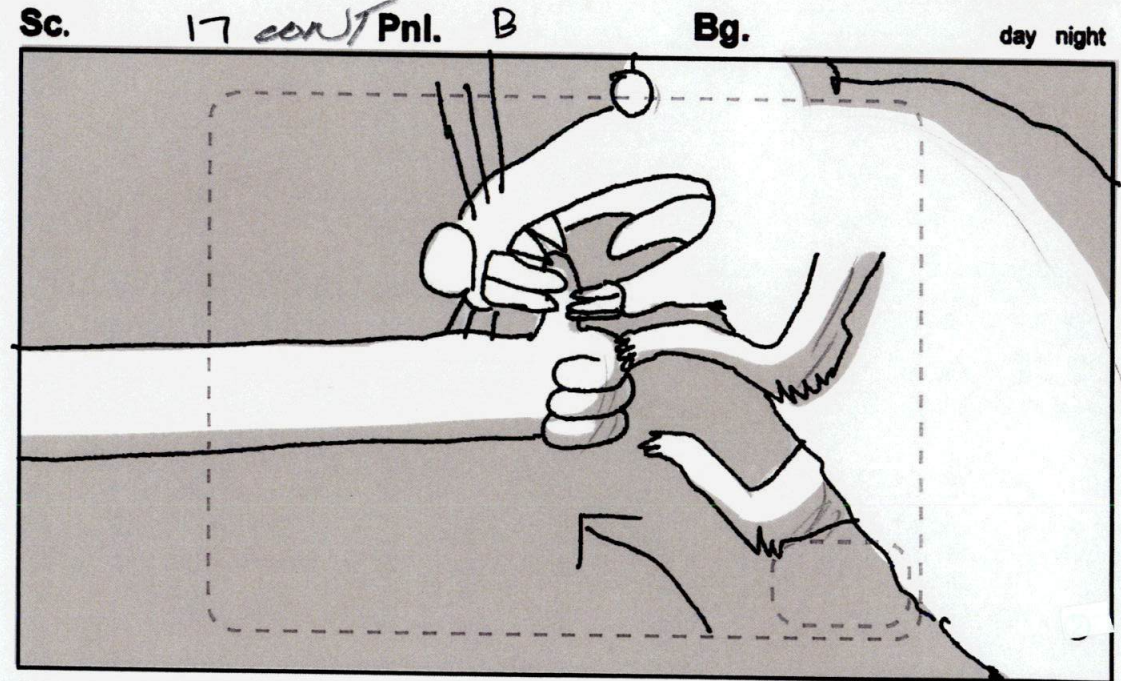
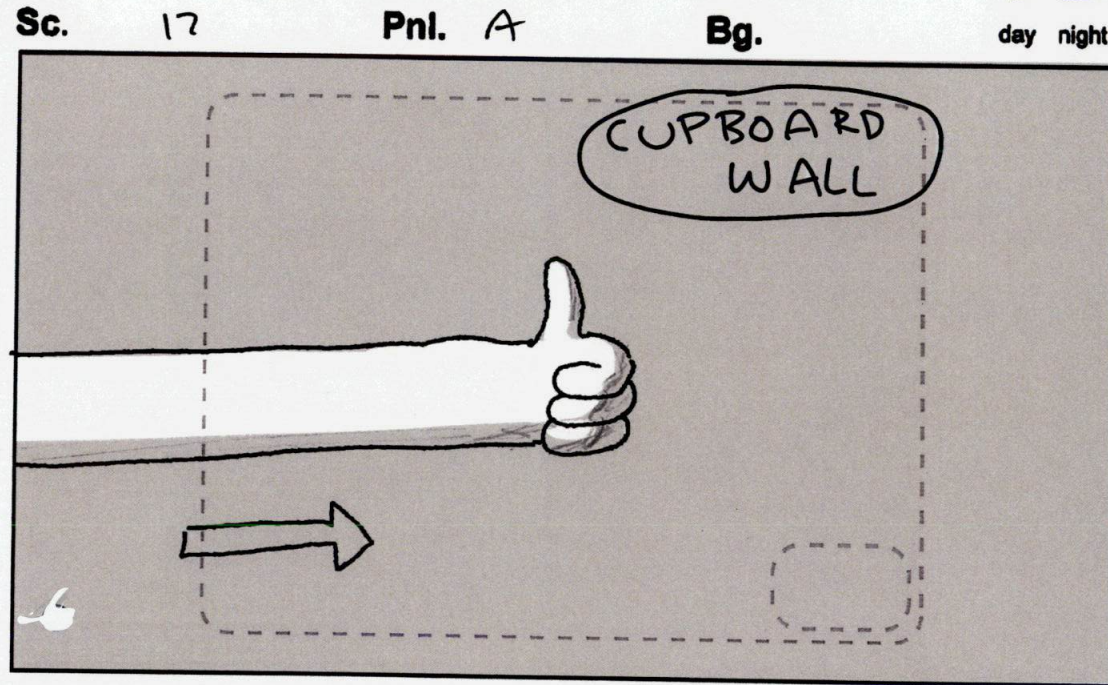
1025/204A

ADVENTURE TIME



22

Page _____
day night



Dialog:

BMO / THUMB WAR!

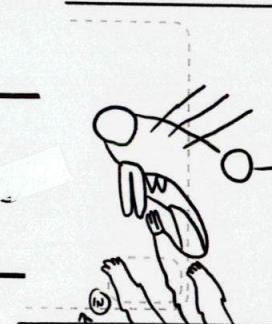
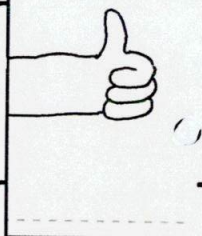
SFX: - CRUNCH -

Action:

- BMO'S THUMB COMES ON/S.

- RAT LUNGES FORWARD AND BITES THUMB.

Timing:



NOV 06 2014

Production :

1025/204A

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1025/204A

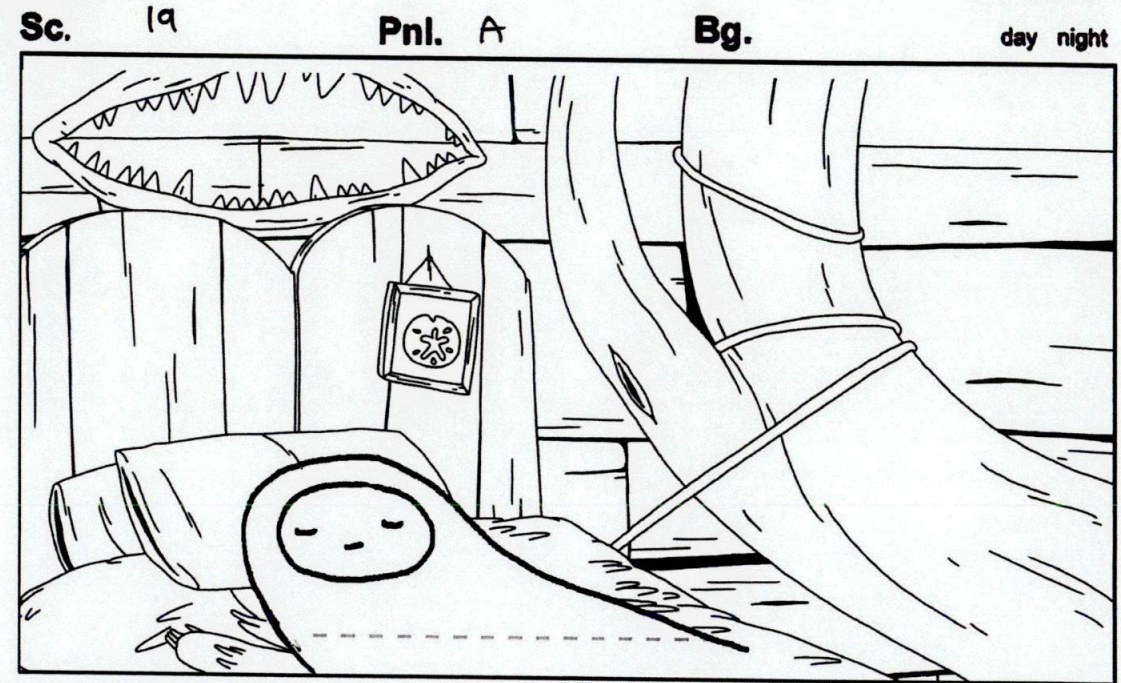
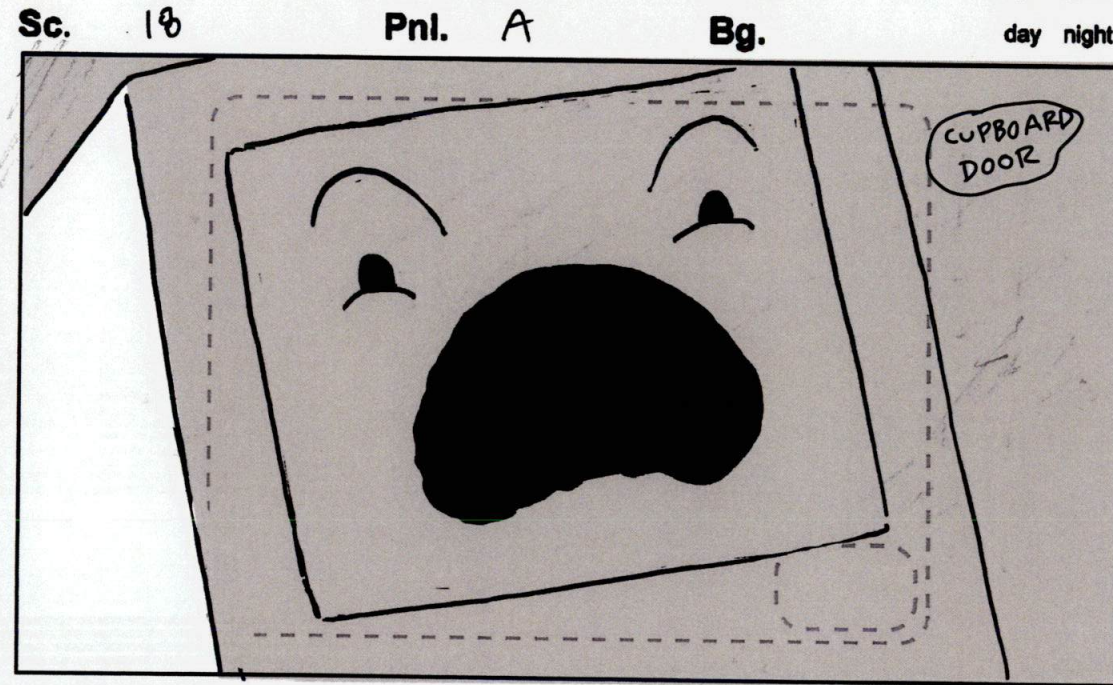
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ADVENTURE TIME



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Page _____



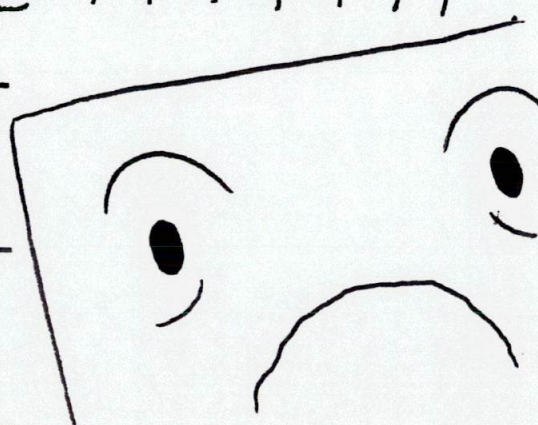
Dialog:

BMO: E I I I I I I I I I

Action:

(A.I.)

Timing:



BMO: (vo) AAH ! FINN!

NOV 06 2014

1025-204A

EPISODE #

1025/204A

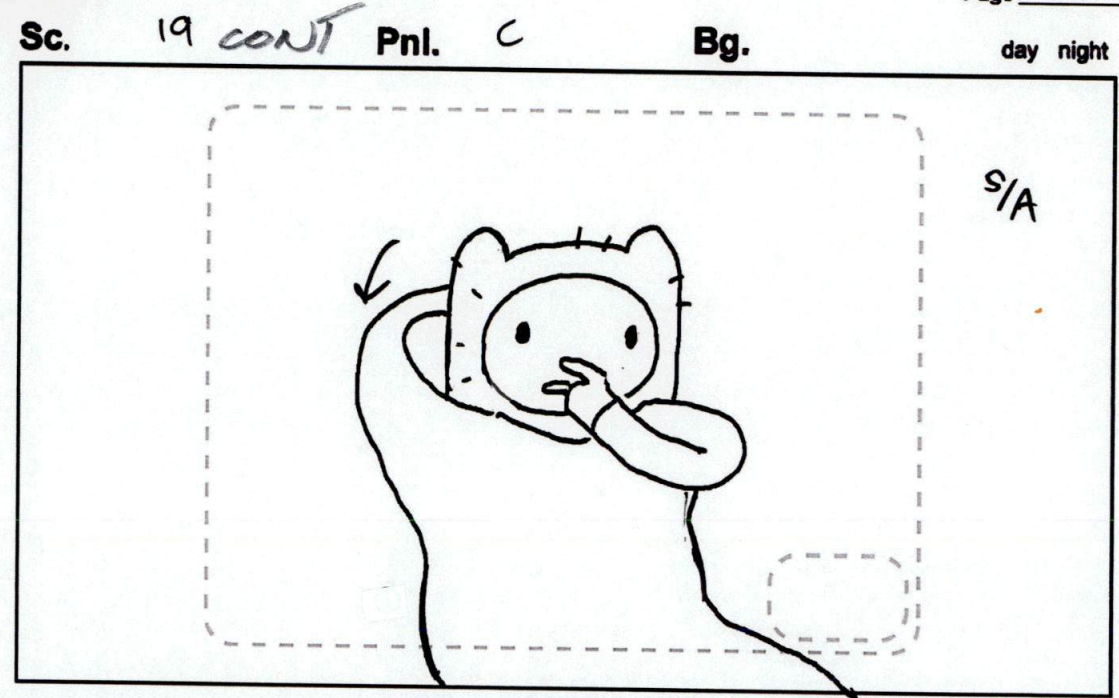
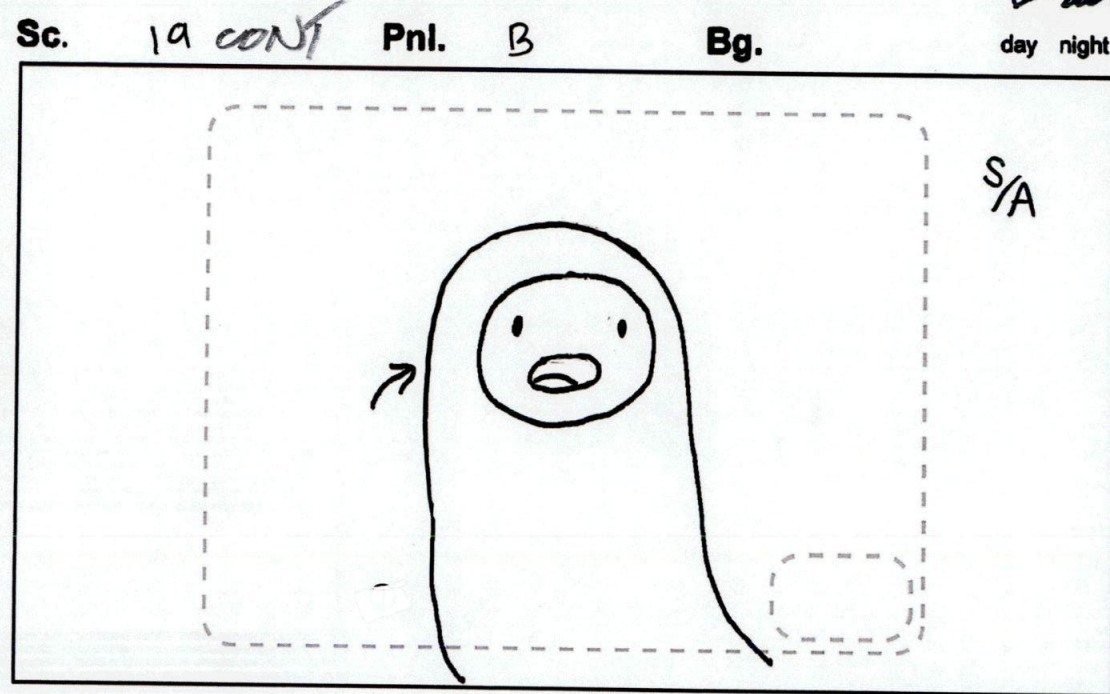
Production :

1025/204A

ADVENTURE TIME



Page 24
day night



Dialog:

F: WHAT !

F: MY LIP HURTS AGAIN.

Action:

- F. SITS UP W/ A START.

- F. RUBS UPPER LIP.

Timing:

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Production :

1025/204A

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1025/204A

1025/204A

ADVENTURE TIME

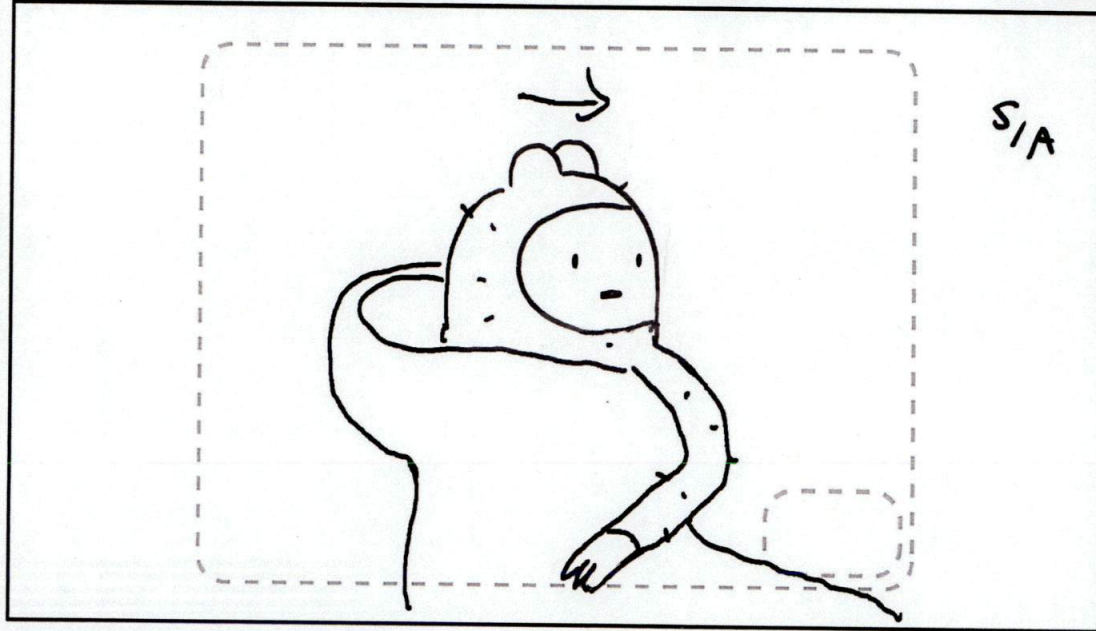


Cut

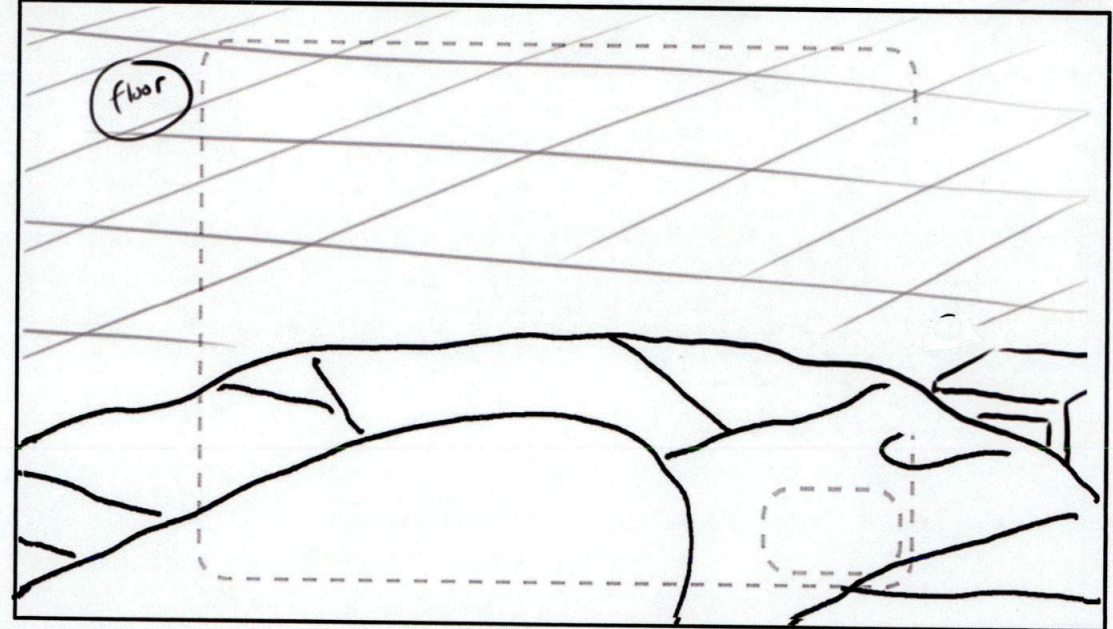
25

Page

Sc. 19 cont Pnl. D Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:

(VO)
(BMO) FINN!

B: FINN, I HAVE -

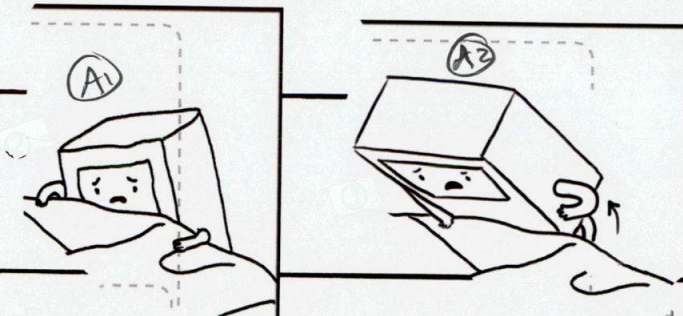
Action:

- F. TURNS.

- BMO CRAWLS UP ONTO BED.

NOV 06 2014

Timing:



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1025/204A

Production :

1025/204A

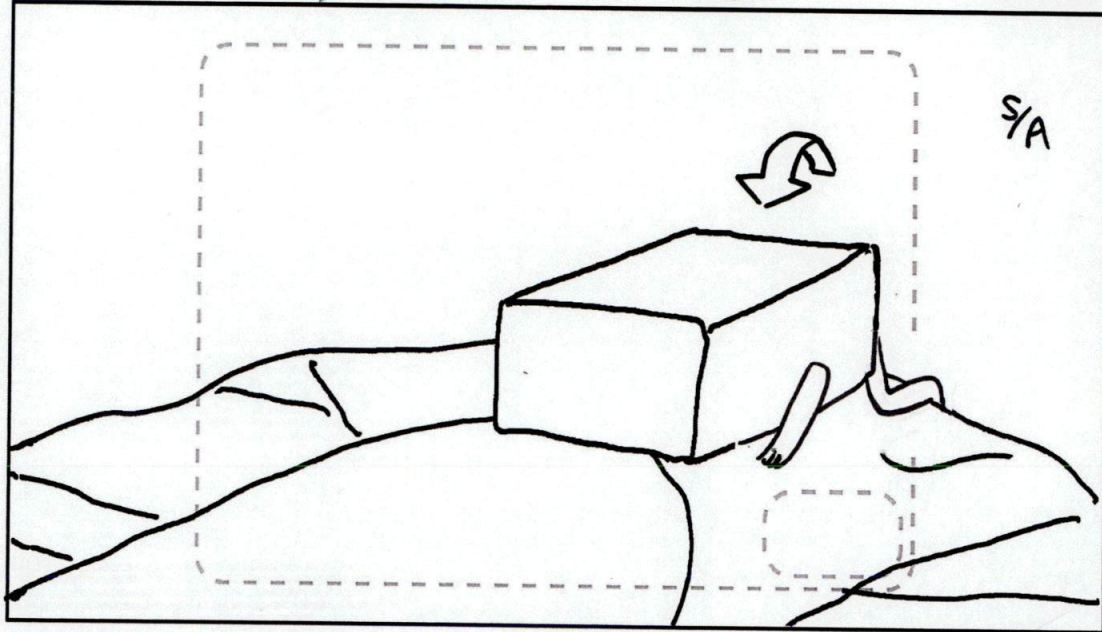
ADVENTURE TIME



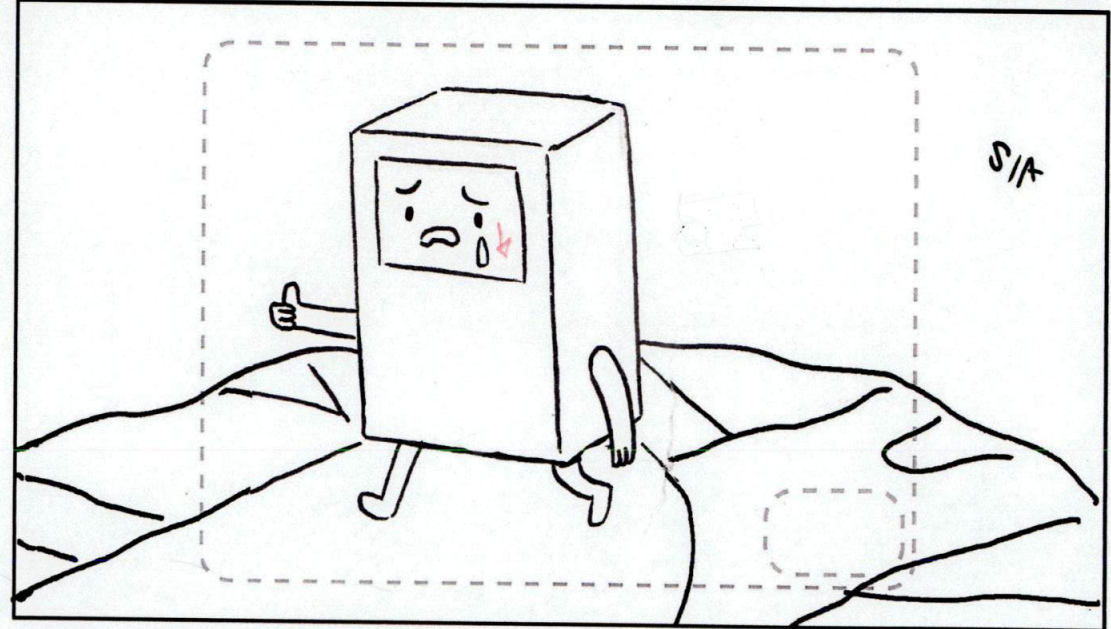
26

Page _____

Sc. 20 *CONT* Pnl. B Bg. day night



Sc. 20 *CONT* Pnl. C Bg. day night



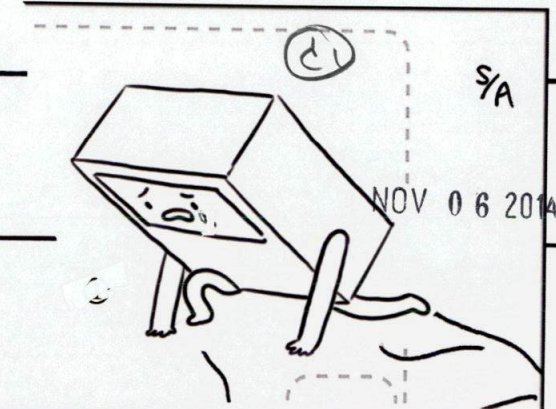
Dialog:

(BMO) - I HAVE A BOO - BOO!

Action:

BMO IS INCONSOLABLE.

Timing:



EPISODE # 1025-204A

Production :

1025/204A

1025/204A

1025/204A

ADVENTURE TIME

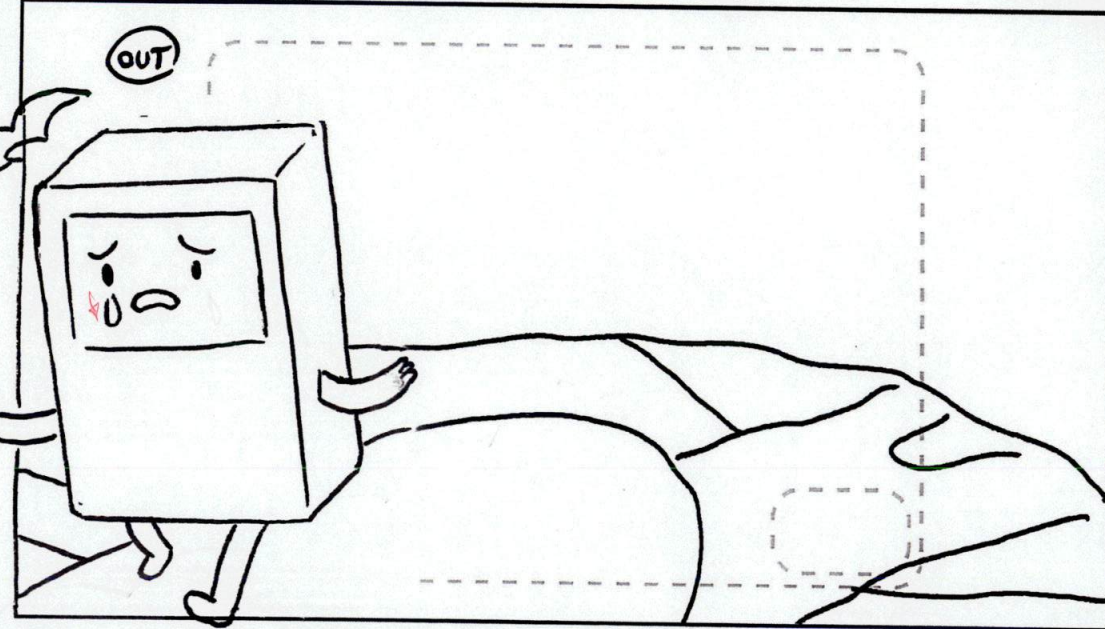


27

Page _____

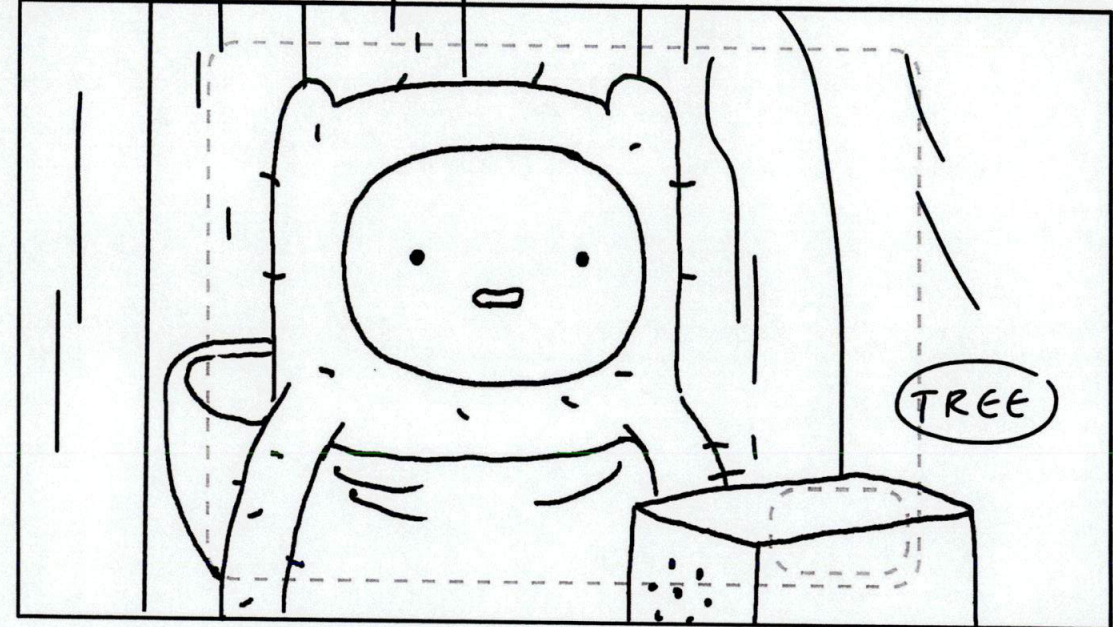
Sc. 20 CONT Pnl. D Bg.

day night



Sc. 21 Pnl. A Bg.

day night



Dialog:

(BMO) KISS IT!

(F) O.K.

Action:

-BMO WALKS FORWARD OFF/S

NOV 06 2014

Timing:

1025-204A

EPISODE #

1025/204A

Production :

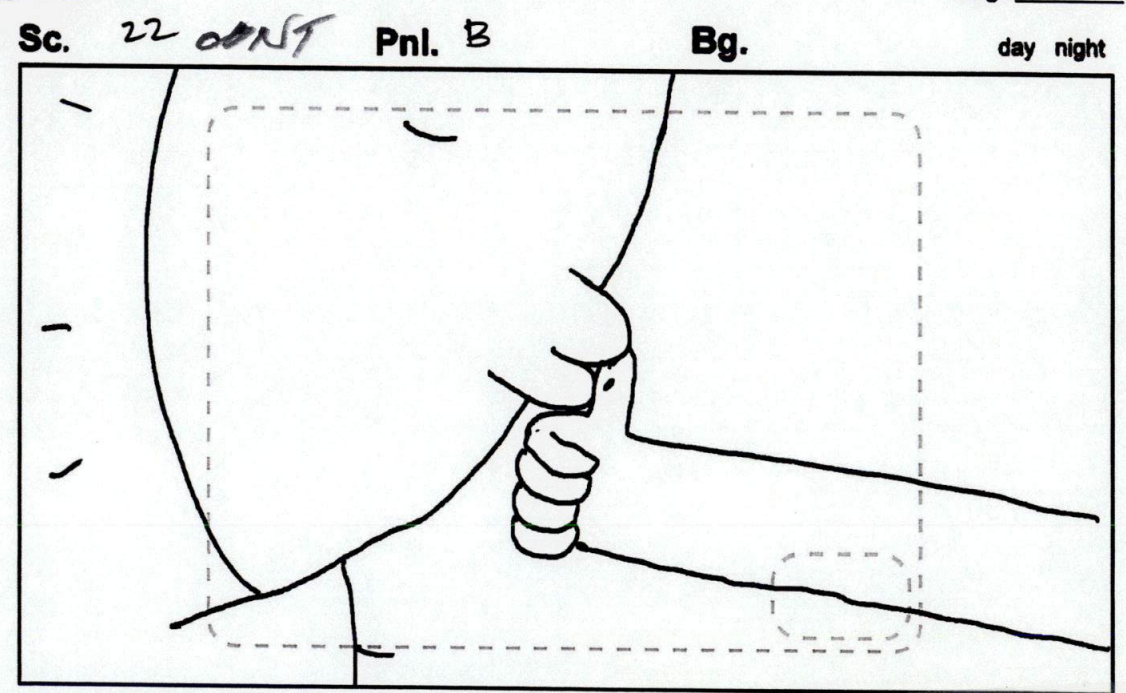
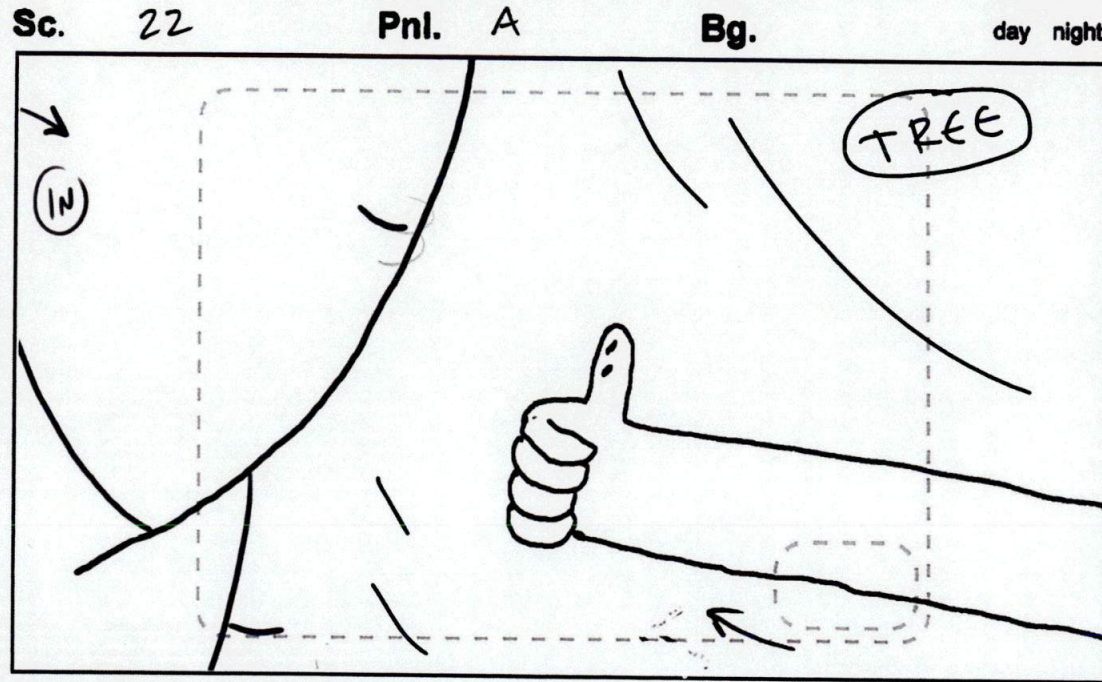
1025/204A



ADVENTURE TIME

28

Page



Dialog:

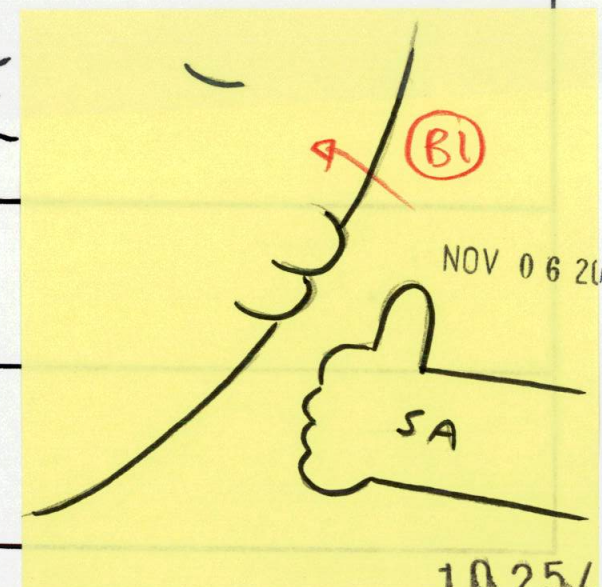
Action:

- BMO HOLDS UP THUMB.

Timing:

(F) = KISS =

- F. KISSES THUMB



EPISODE # 1025-204A

Production :

1025/204A

Ho Cut

1025/204A

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1025/204A

Ho Cut

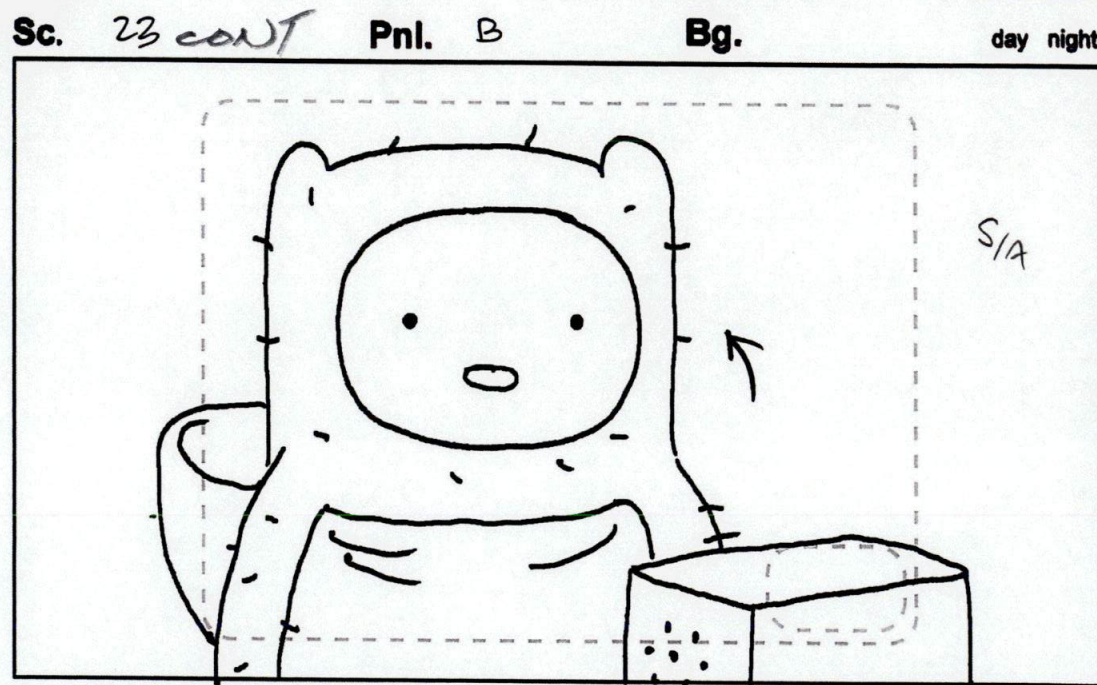
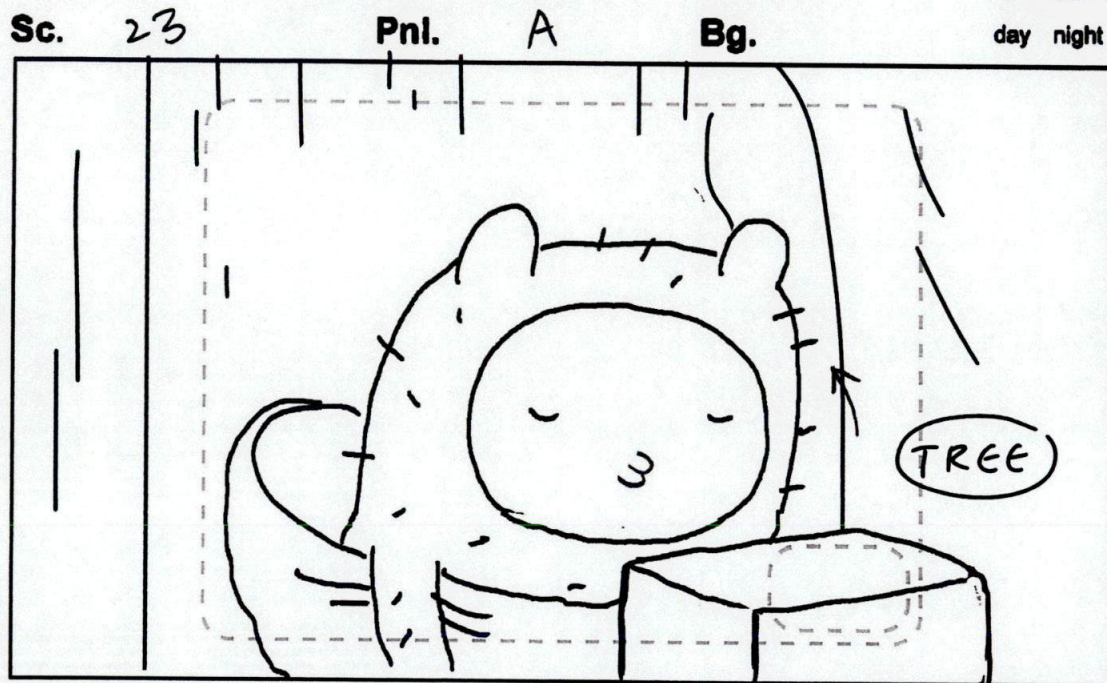
ADVENTURE TIME



NO SC 24

Page 29

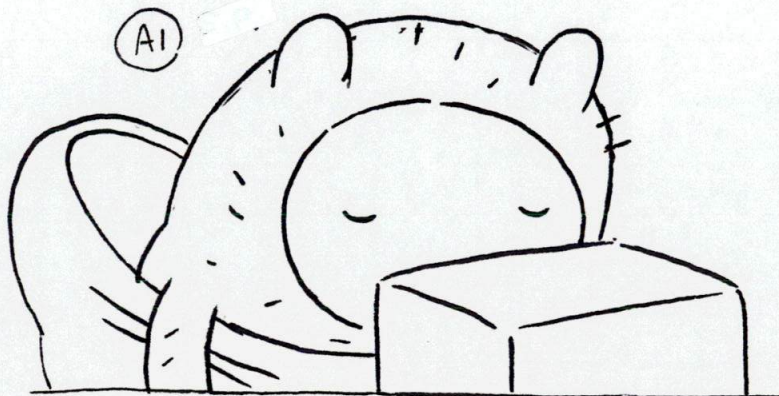
Cut w/ Anim wipe



Dialog:

Action:

Timing:



ⓔ THAT TASTES LIKE RAT

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1025-204A

EPISODE #

1025/204A

Production :

1025/204A

Cut w/ anim wipe

ADVENTURE TIME



30

Page

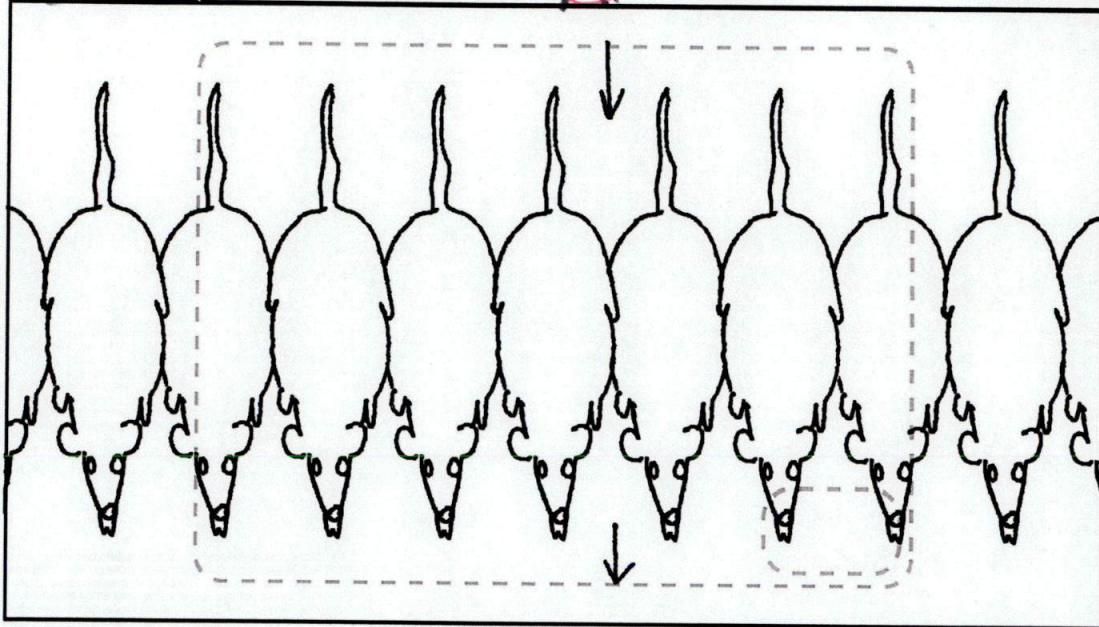
Sc. 25

Pnl.

A1

Bg.

day night



Sc.

25 CONT

Pnl.

A

Bg.

day night



Dialog:

Action:

ANIMATED
- RAT WIPE.

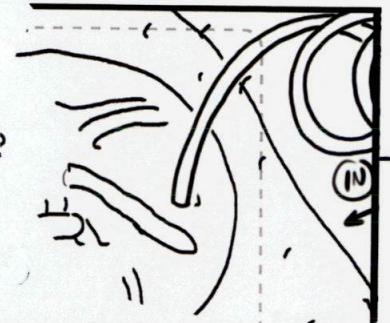
Timing:

F: = MOAN =

NOV 06 2014

A2

-FINN SICK IN BED.



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EPISODE #

1025/204A

Production :

1025/204A

ADVENTURE TIME



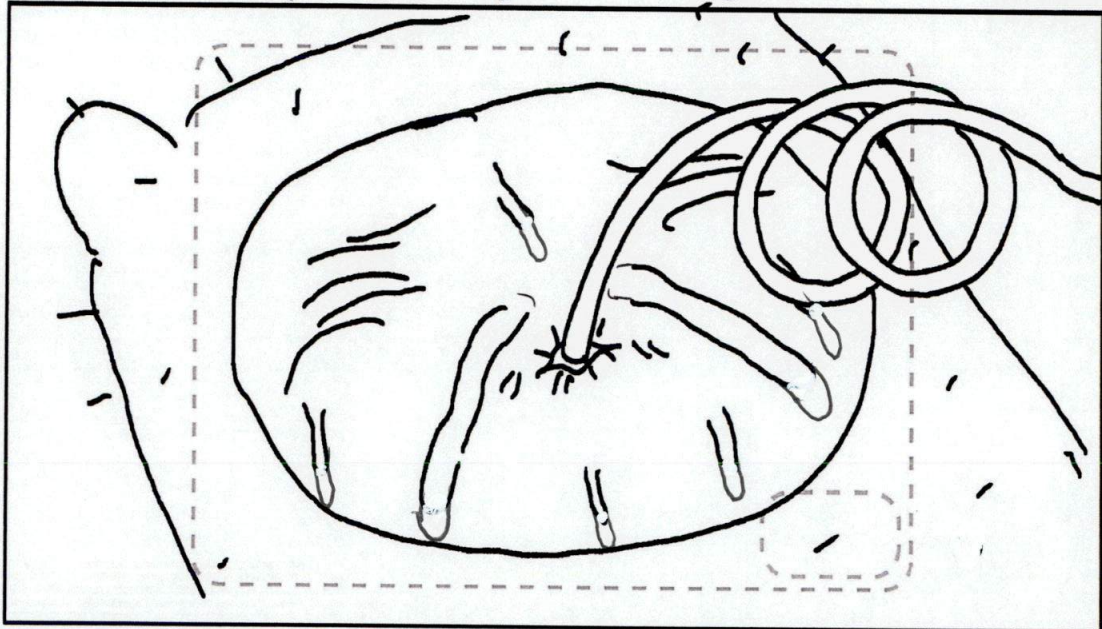
110
cut

31

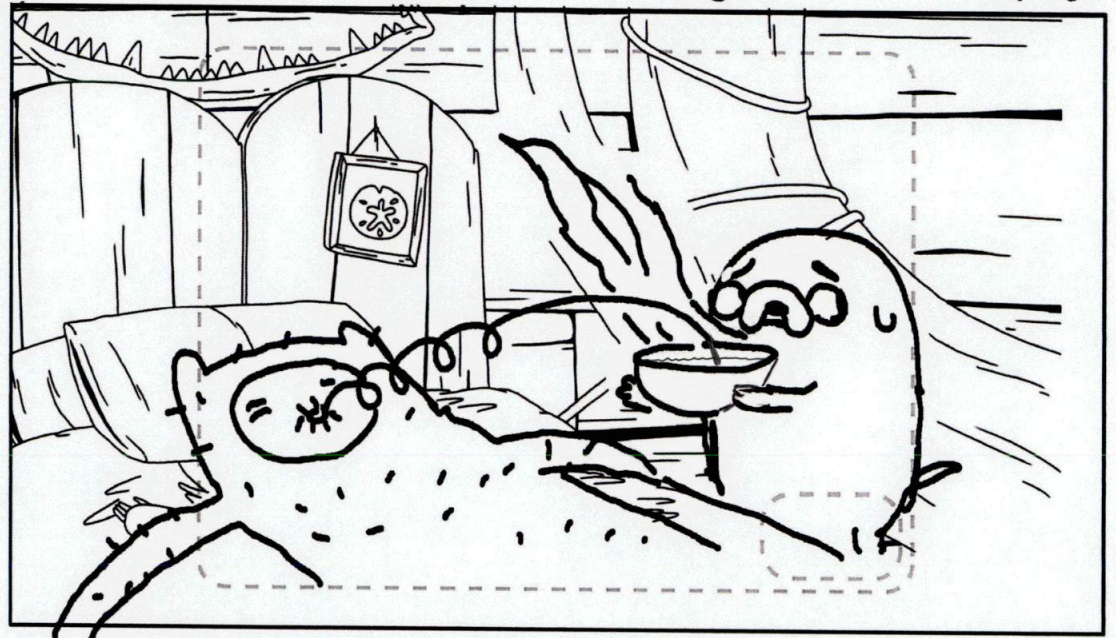
Page _____

110
cut

Sc. 25 CONT Pnl. B Bg. day night



Sc. 26 Pnl. A Bg. day night



Dialog:

-SOUP FLINGS
Finn: <slurping>

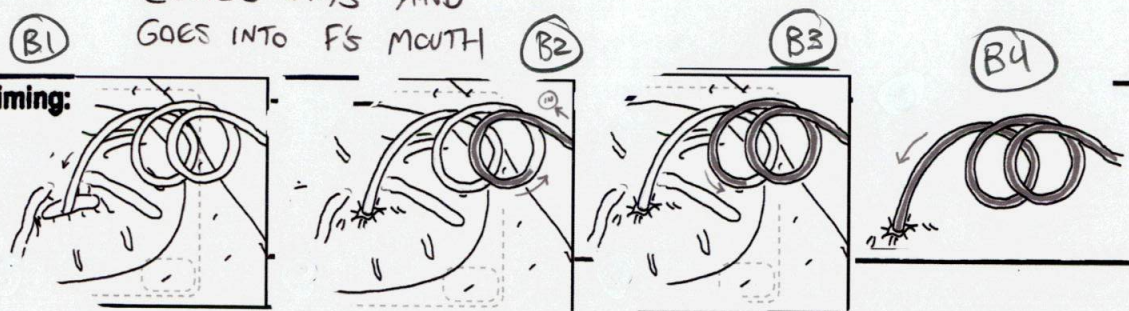
Action:

- CRAZY STRAW
COMES ON/S AND
GOES INTO FS MOUTH

STEAMING SOUP.

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Timing:



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1025/204A

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1025/204A

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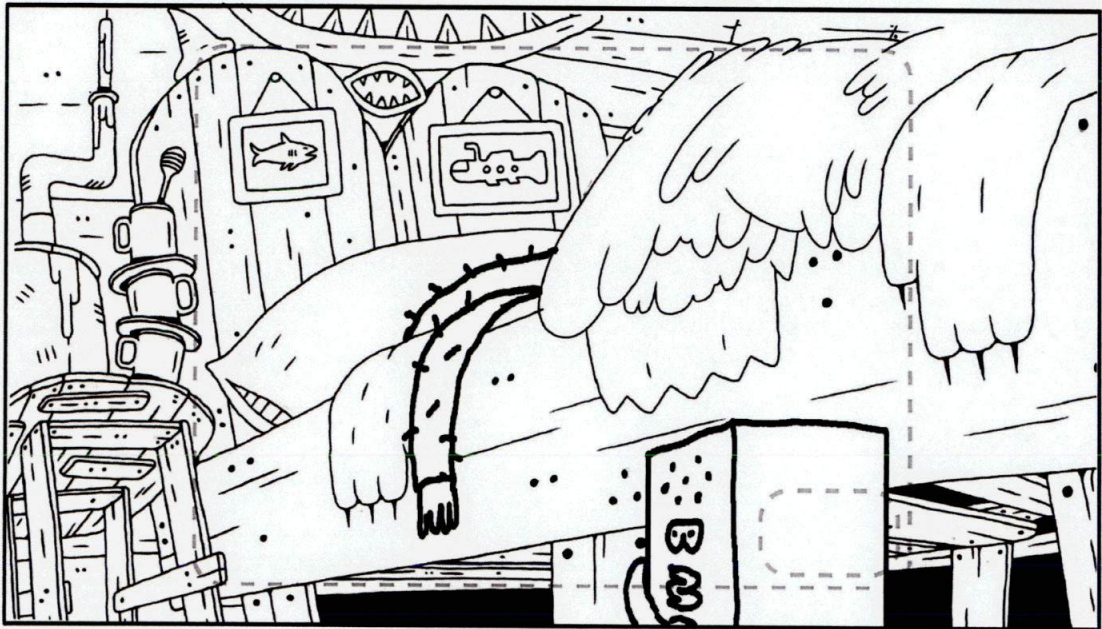
ADVENTURE TIME



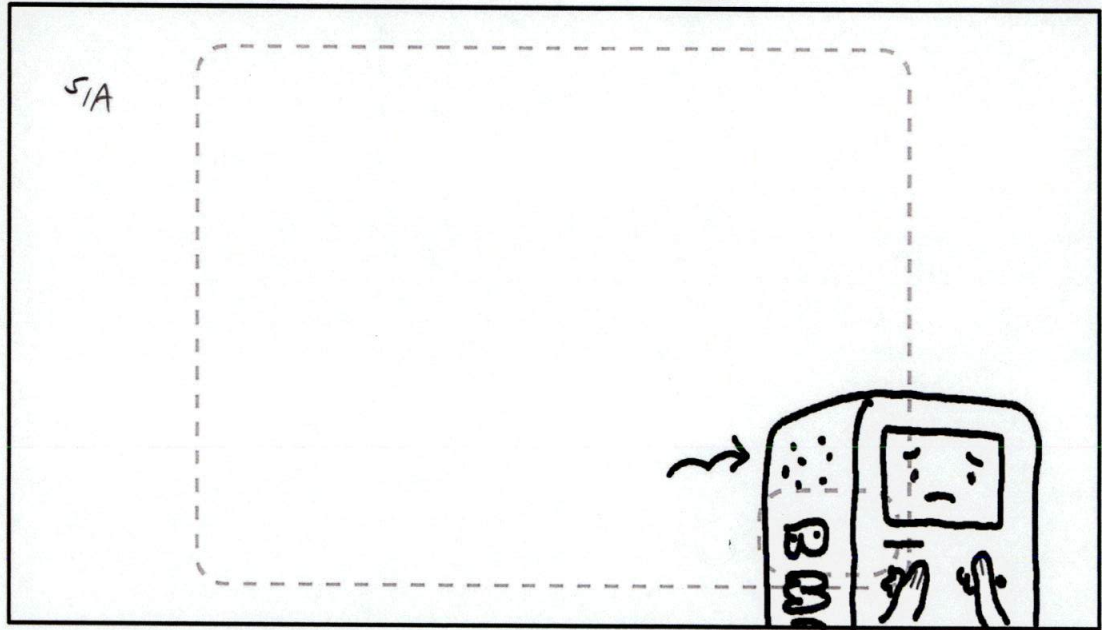
32

Page _____

Sc. 27 Pnl. A Bg. day night



Sc. 27 CONT Pnl. B Bg. day night

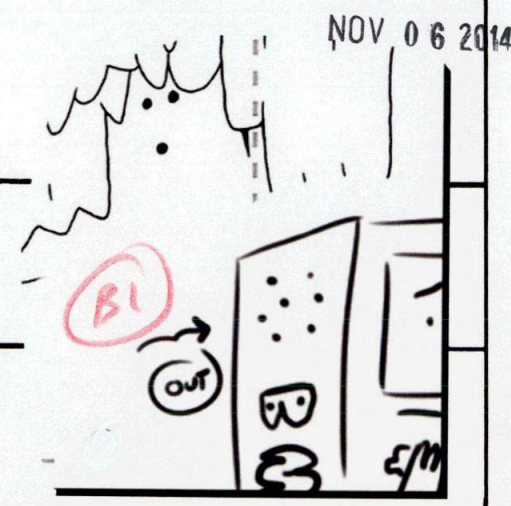


Dialog:

Action:

Timing:

-BMO TURNS



1025-204A

EPISODE #

1025/204A

Production :

1025/204A

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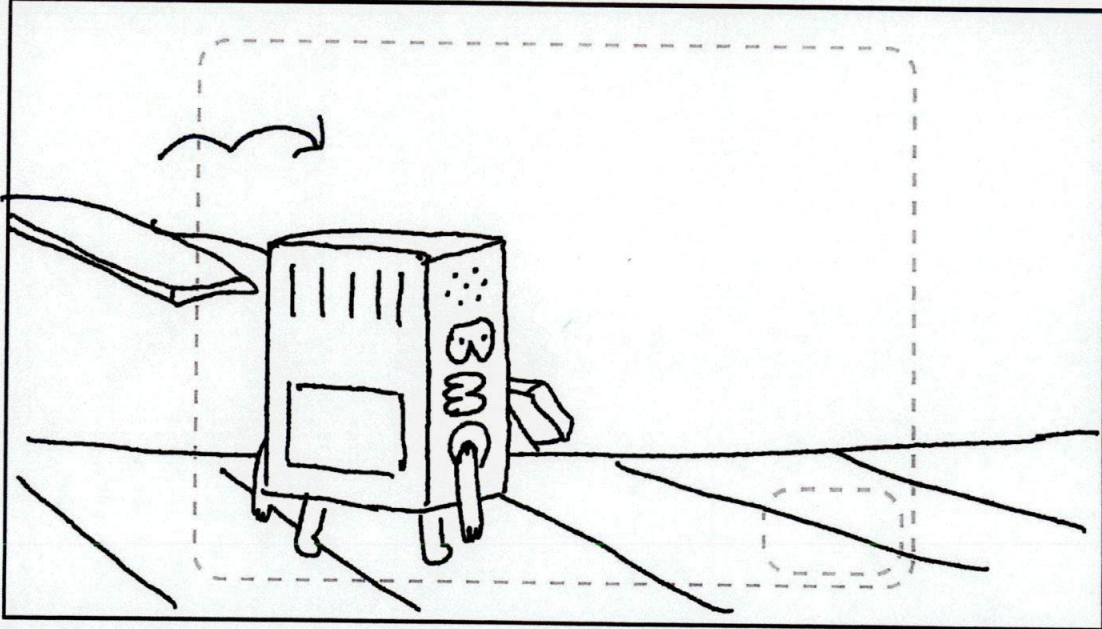
1025/204A

Cut
1025/204A
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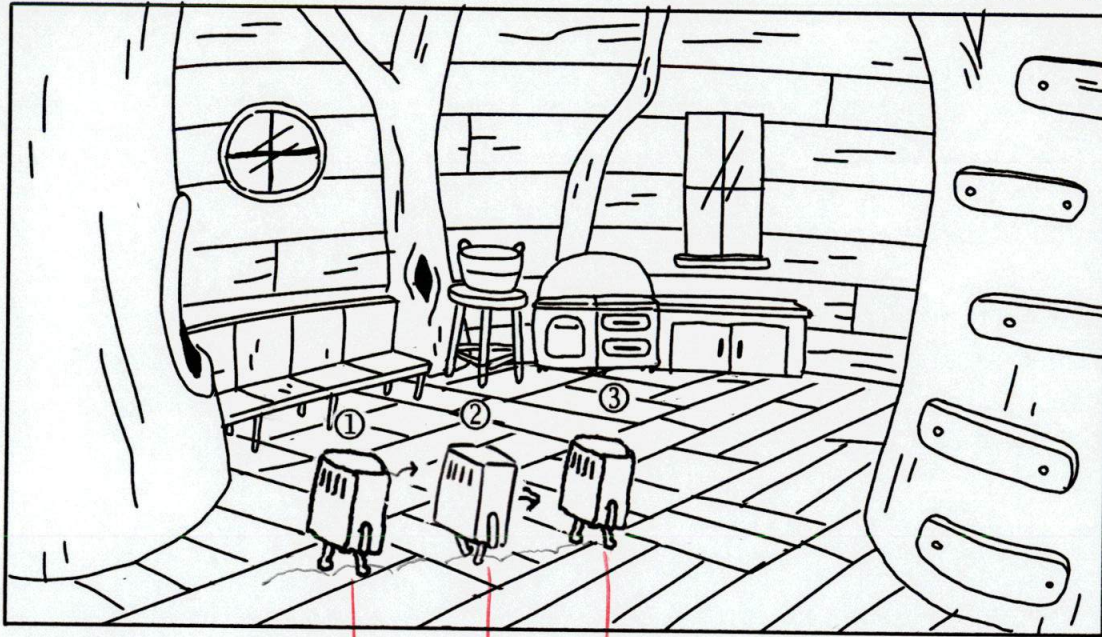
ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night

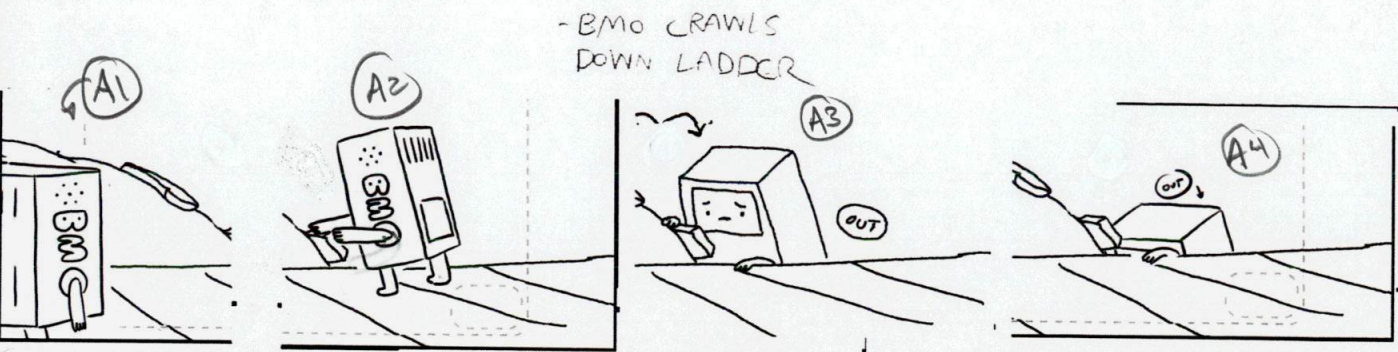


Sc. 29 Pnl. A Ba. Page 33 day night



Dialog:

Action:



- BMO CRAWLS
DOWN LADDER

- BMO'S SULKING,
HUNCHED OVER.

NOV 06 2014

EPISODE # 1025-204A

Production :

1025/204A

1025/204A



ADVENTURE TIME

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Page

day night

day night

Sc. 30

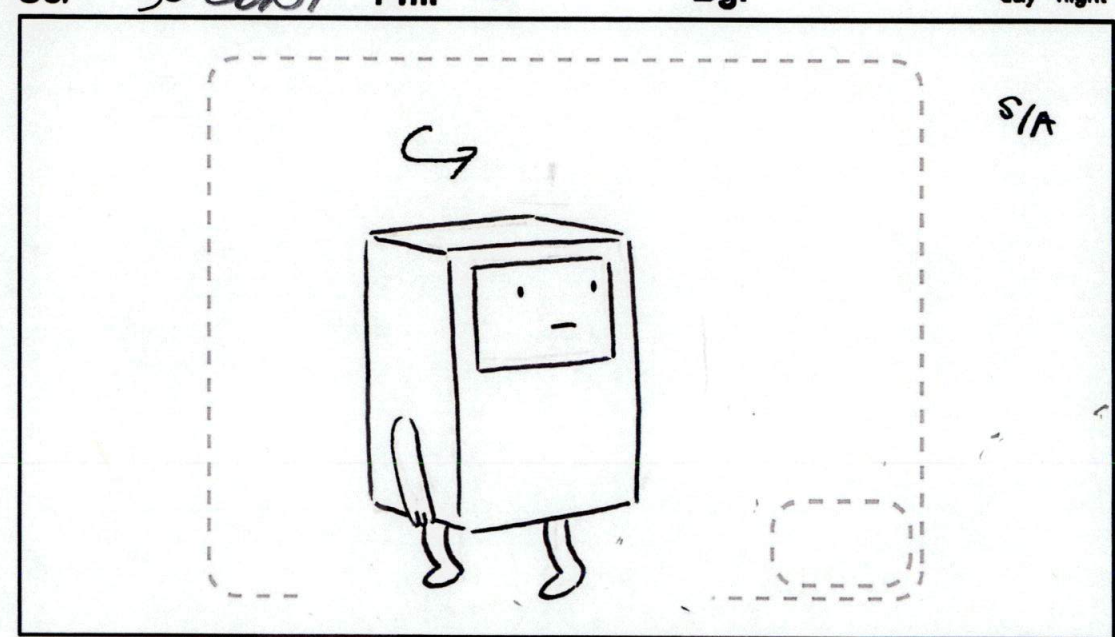
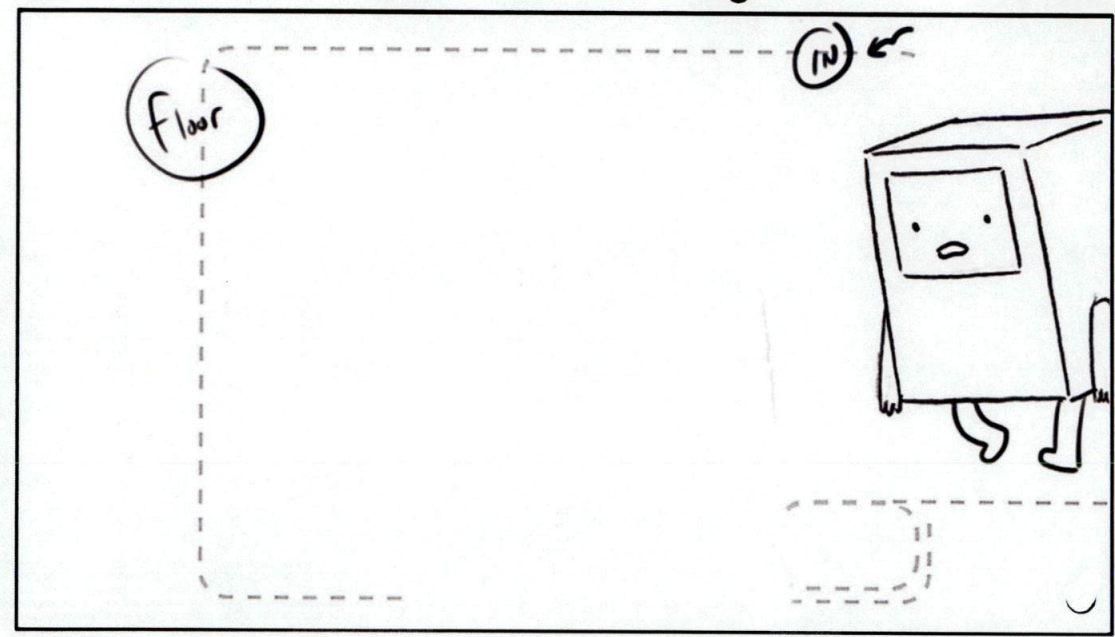
Pnl. A

Bg.

Sc. 30 CONT

Pnl. B

Bg.



Dialog:

BMO WHAT'S WORSE THAN BMO.

ALT: BMO IS THE WORST.

SFX: SKRITCH SKRITCH
SKRITCH.

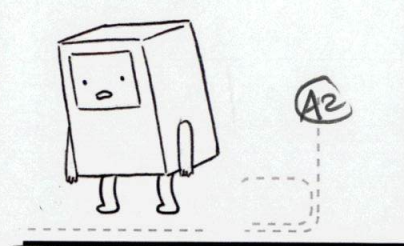
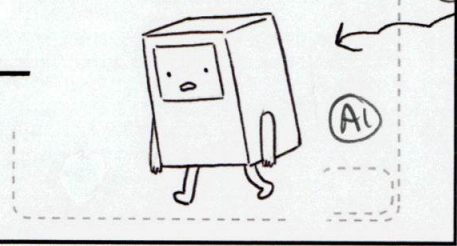
Action:

-BMO WALKS ON/S

-BMO TURNS

NOV 06 2014

Timing:



Production :

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1025/204A

1025/204A

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Hu
Cut

Hu
Cut

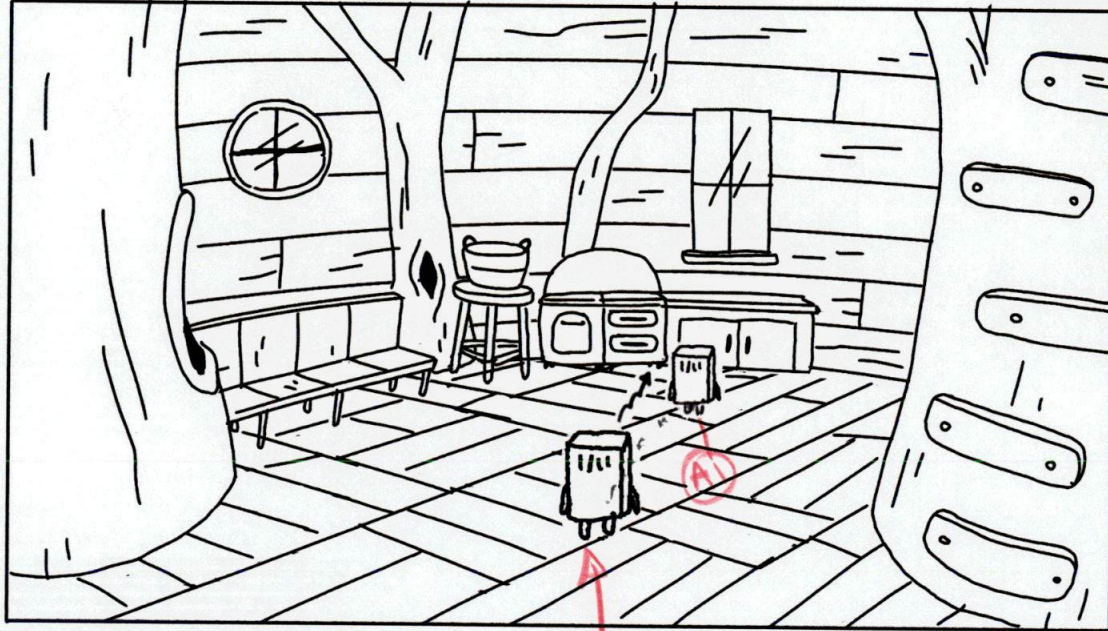


ADVENTURE TIME

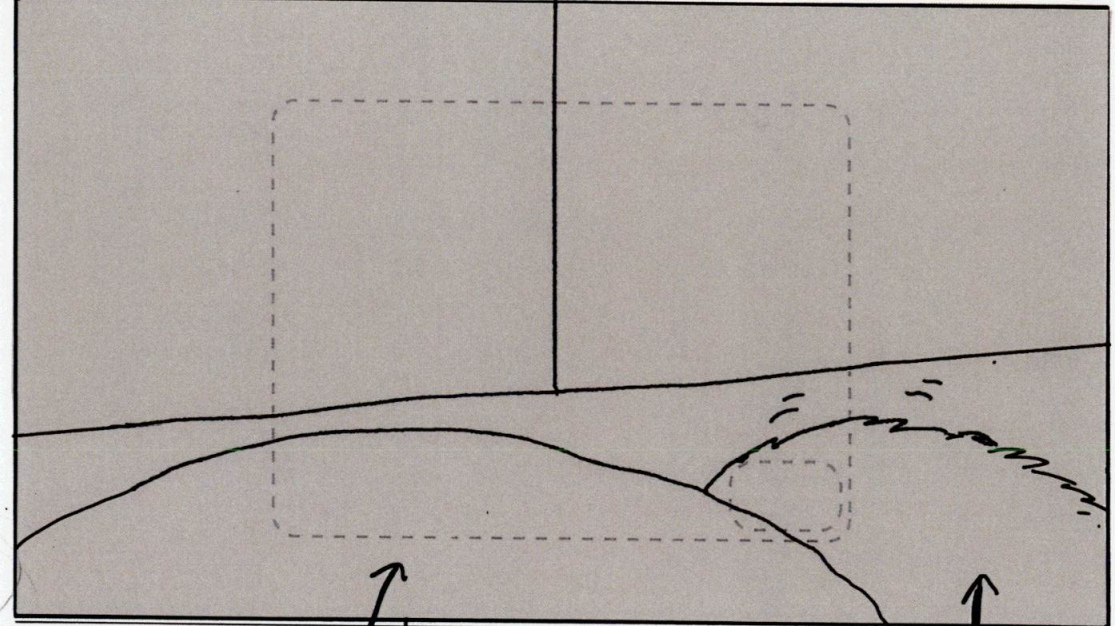
35

Page _____

Sc. 31 Pnl. A Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:

Action:

Timing:

- BMO WALKS OVER TO CABINET,

- RAT EATS FLOUR

NOV 06 2014

EPISODE # 1025-204A

Production :

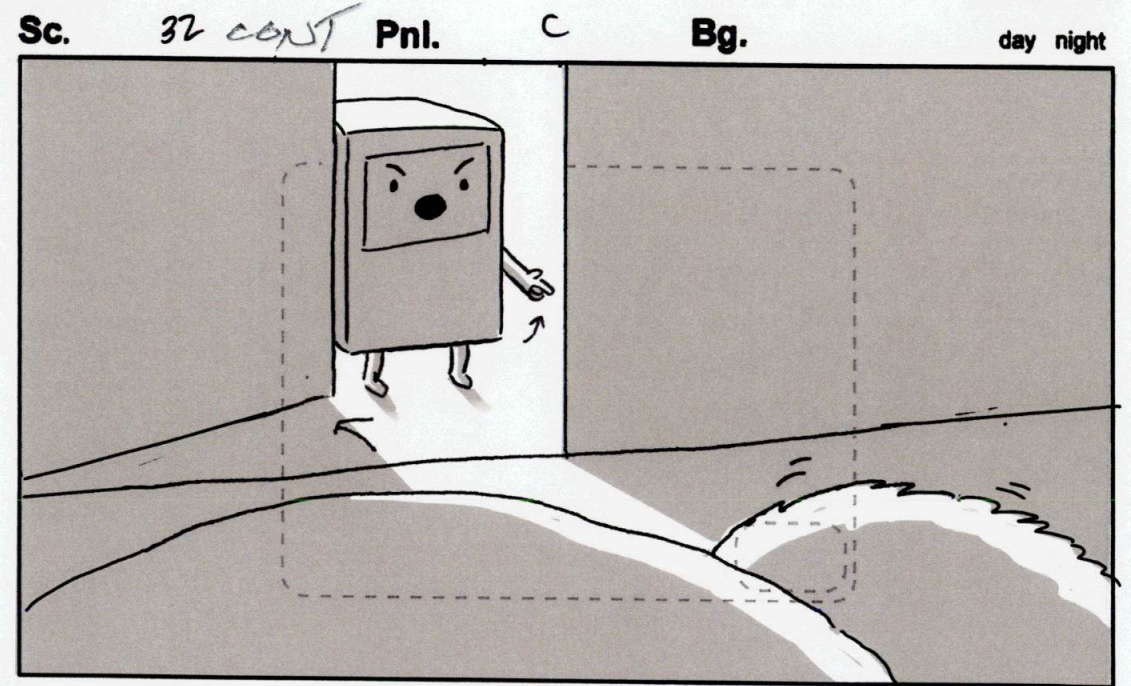
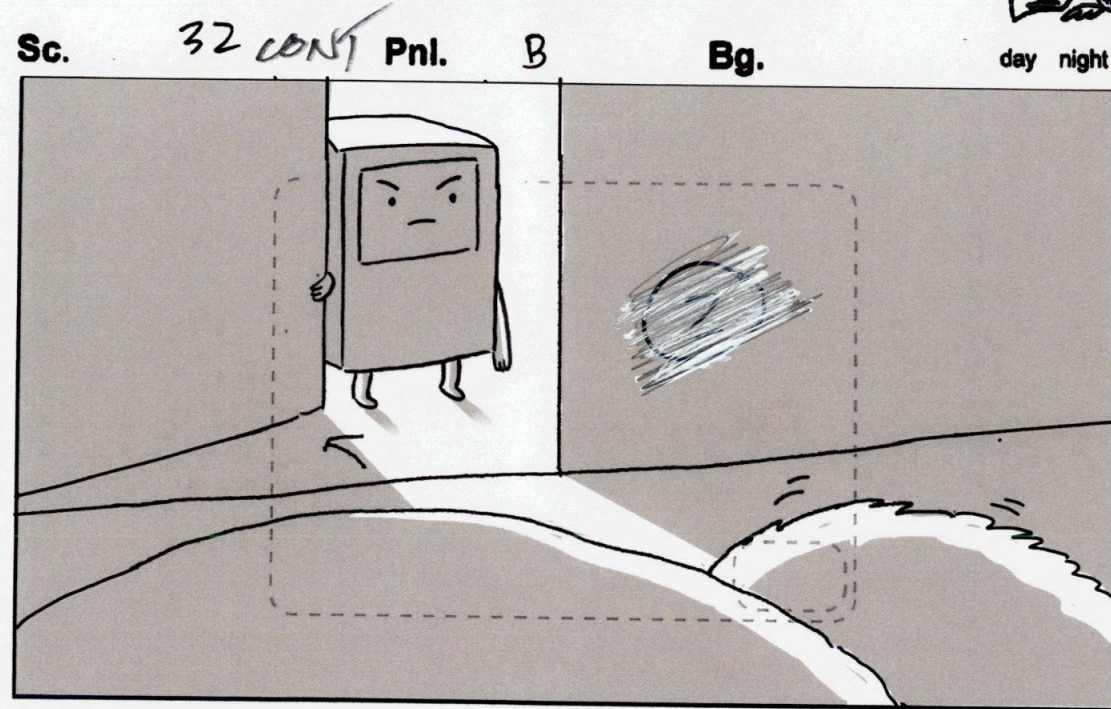
1025/204A

ADVENTURE TIME



36

Page _____



170
CUT

1025-204A

EPISODE #

1025/204A

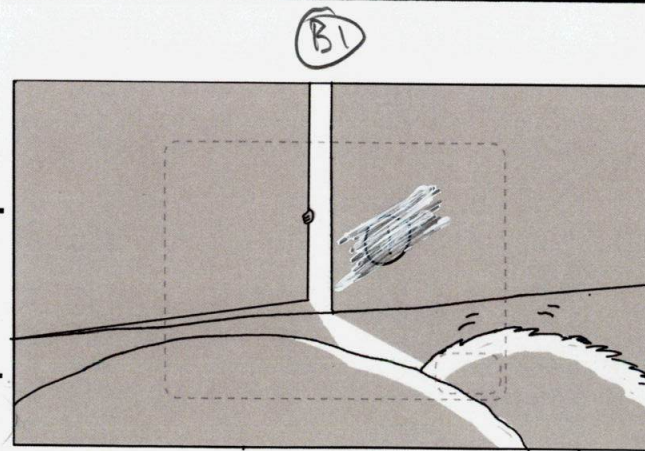
Dialog:

(SFX) CREEEK!

Action:

- BMO OPENS CABINET

Timing:



(BMO) YOU!

-BMO POINTS ACCUSINGLY.

NOV 06 2014

Production :

1025/204

1025/204A

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1025/204A

Hu
cut

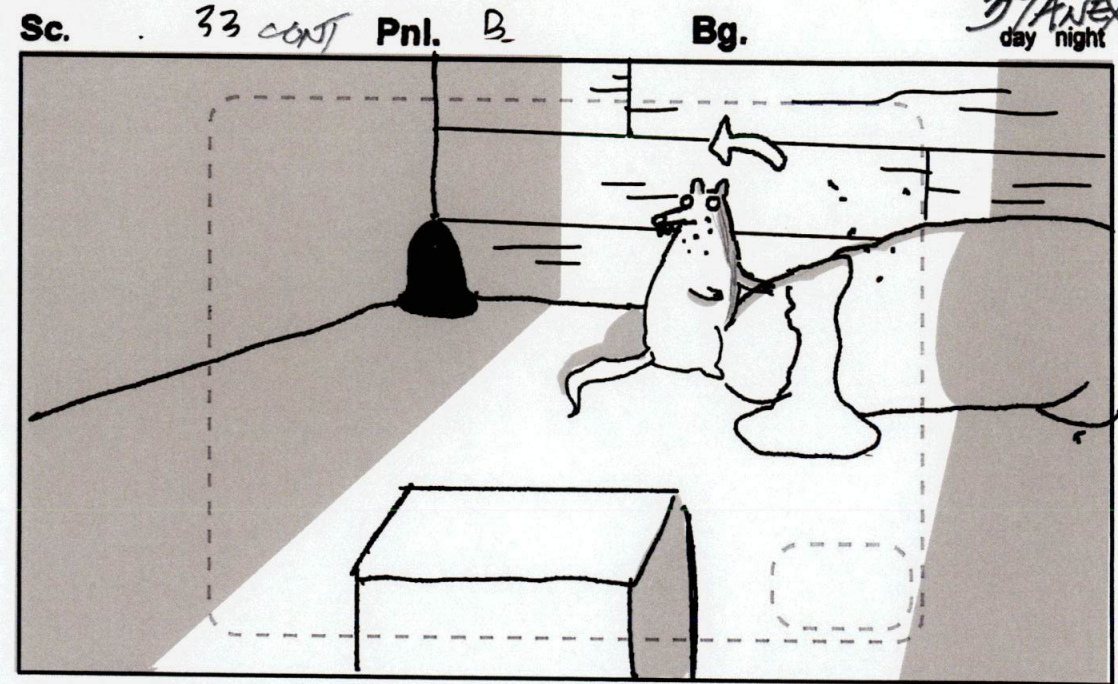
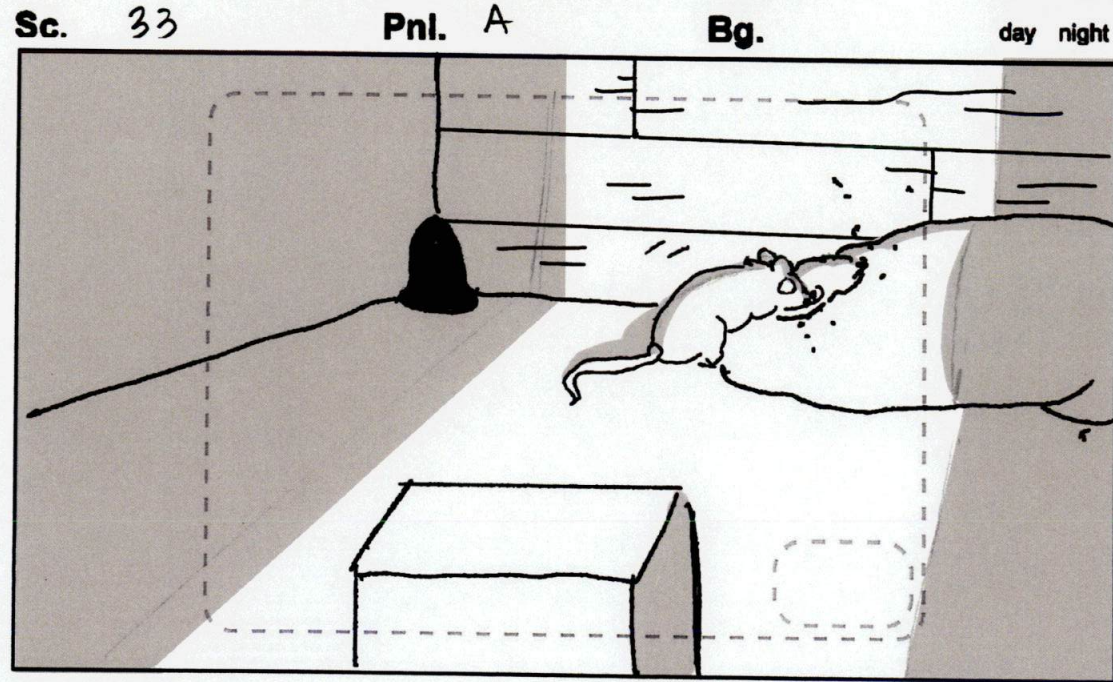
ADVENTURE TIME



37

Page
37A next
day night

Hu
cut



Dialog:

Action:

-RAT LOOKS UP.

Timing:

NOV 06 2014

1025-204A

EPISODE #

1025/204A

Production :

1025/204A

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1025/204A

40
Cut

ADVENTURE TIME



Page 37A
38 NEXT
day night

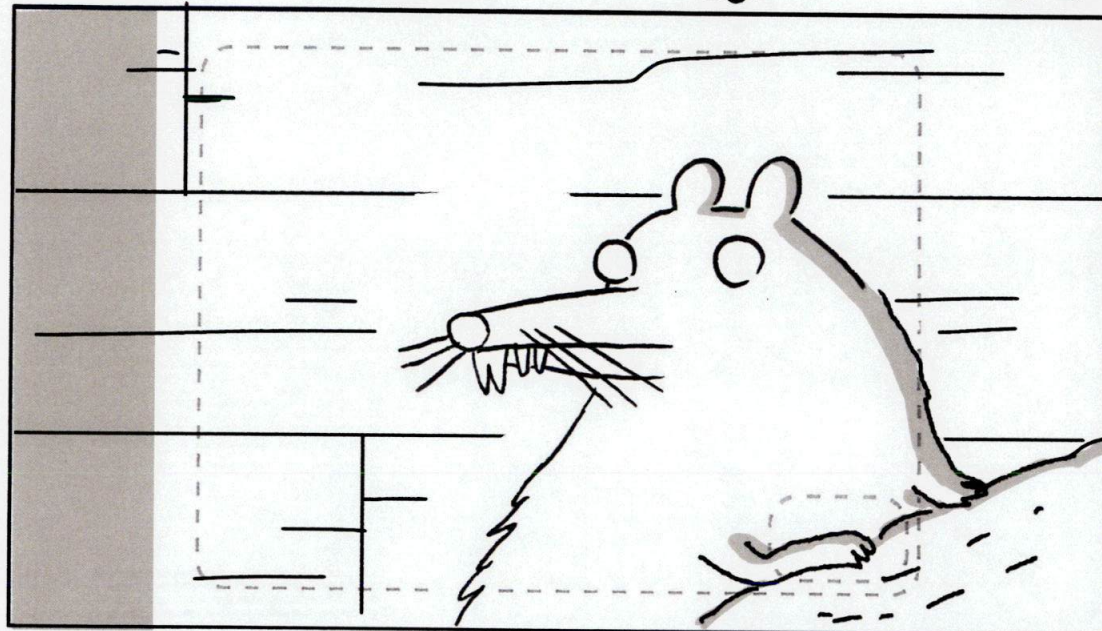
Cut

Sc. 33A

Pnl. a

Bg.

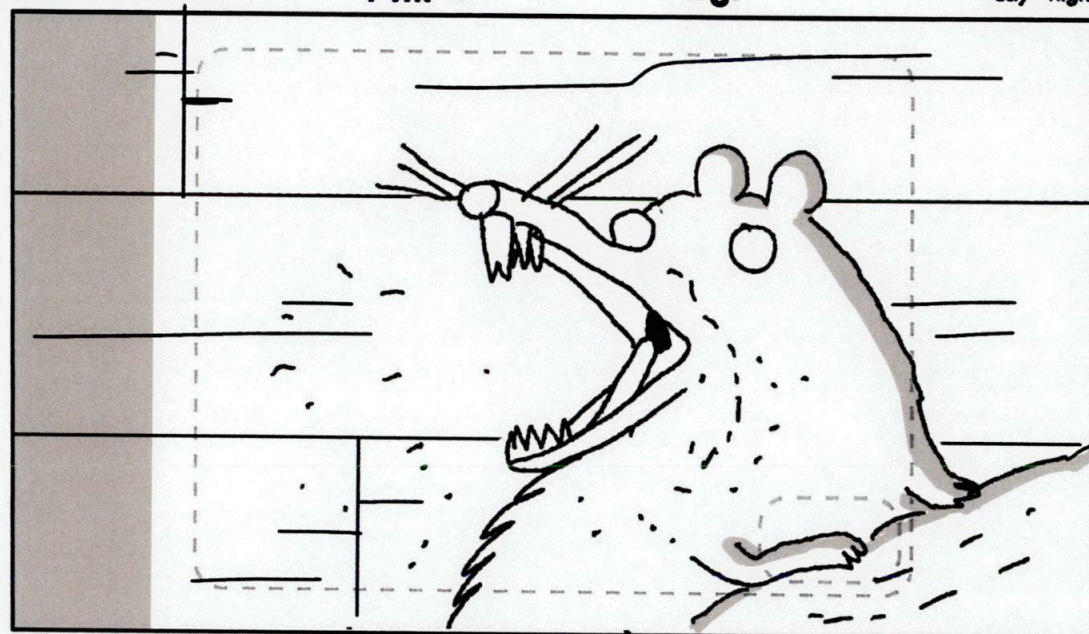
day night



Sc. 33A *cont*

Pnl. b

Bg.



Dialog:

Rat: <screeches>

Action:

Timing:

NOV 06 2014

EPISODE # 1025-204A

1025/204A

1025/204A

Production :

1025/204A

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1025/204A

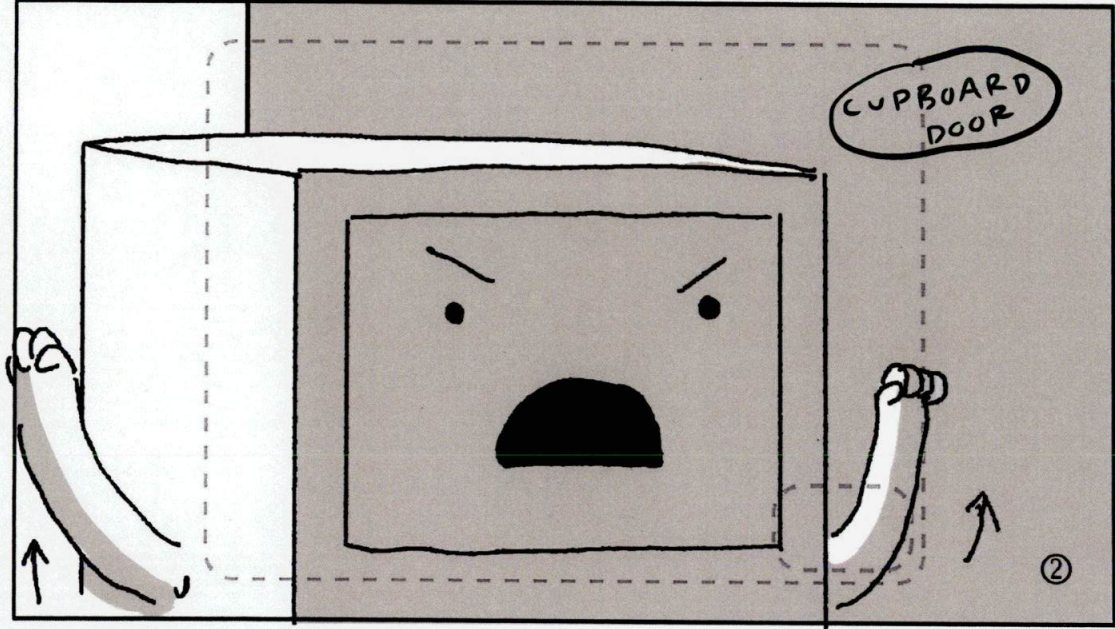
Cut

ADVENTURE TIME

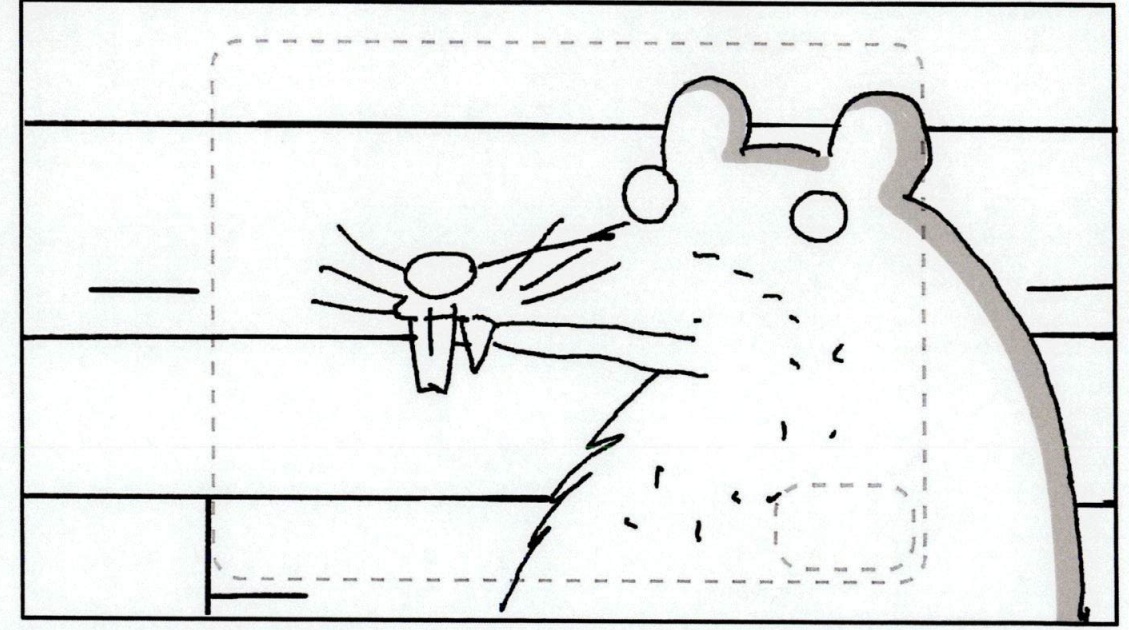


Cut

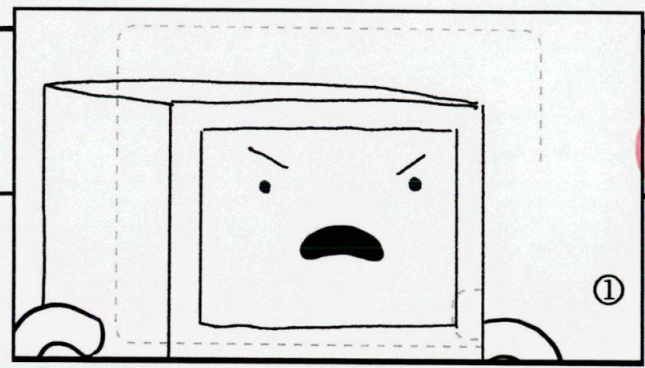
Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	
(Bmo) THUMB WAR!	
Action:	- FLOUR ON ITS FACE.
Timing:	NOV 06 2014



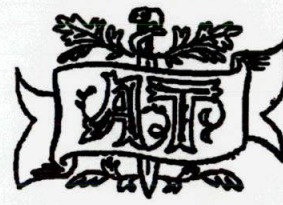
EPISODE # 1025-204A

1025/204A

Production :

1025/204A

ADVENTURE TIME

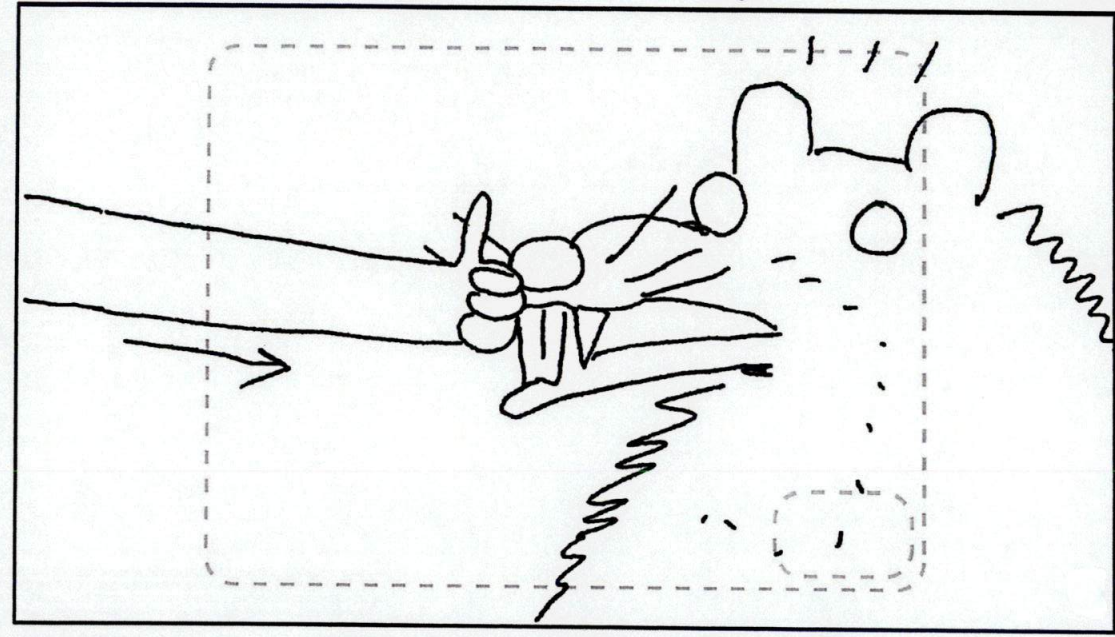


Cut

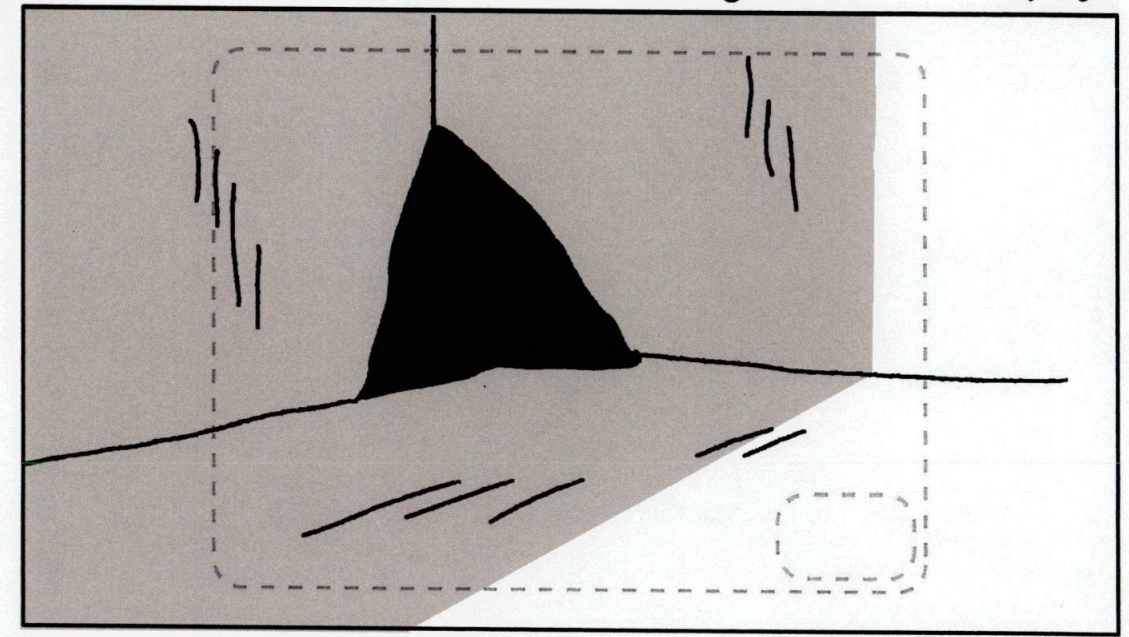
39

Page _____

Sc. 35 *cont* Pnl. B Bg. day night

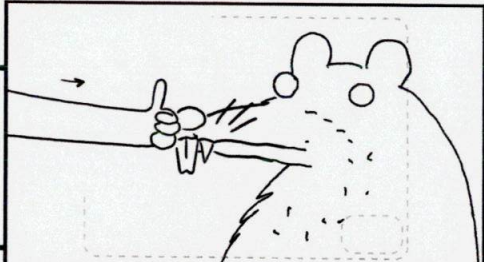


Sc. 36 Pnl. A Bg. day night



Dialog: **SOCK!**

Action: -BMO PUNCHES RAT IN THE NOSE (THUMB STICKING UP)

Timing: **(B1)**  NOV 06 2014

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Production :

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1025/204A

1025/204A

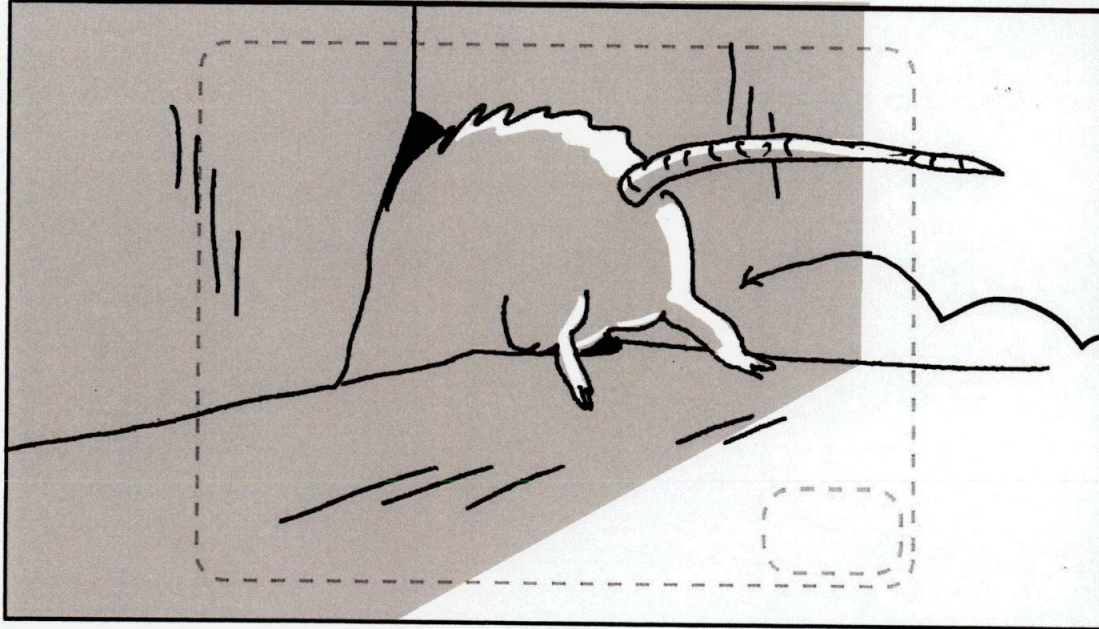
ADVENTURE TIME



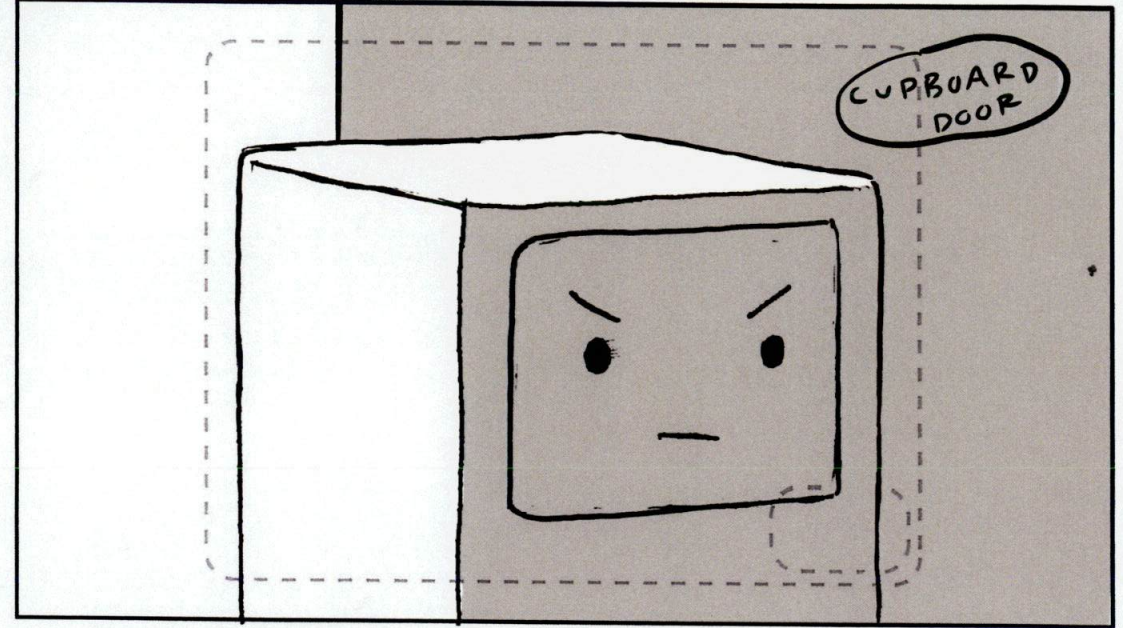
Cut

Page 40

Sc. 36 *CONT* Pnl. B Bg. day night



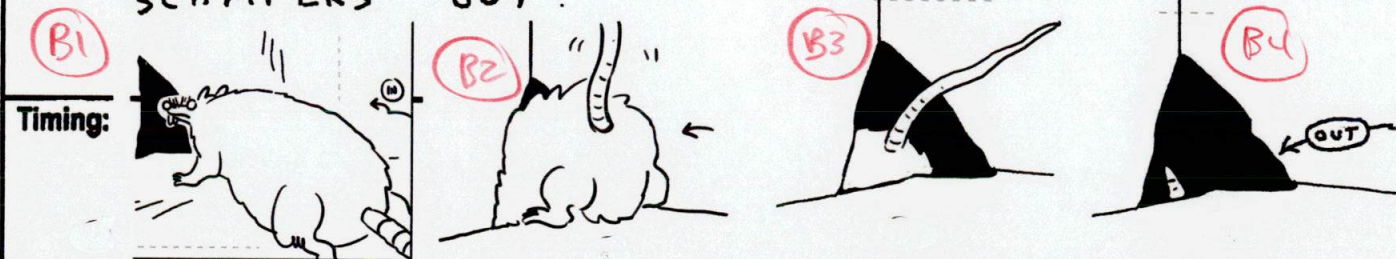
Sc. 37 Pnl. A Bg. day night



Dialog:

Action:

SCAMPERS OUT.



NOV 06 2014

EPISODE # 1025-204A

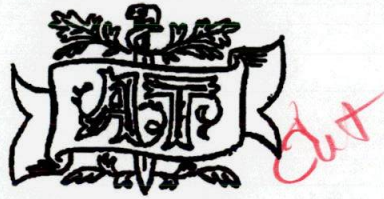
Production :

1025/204A

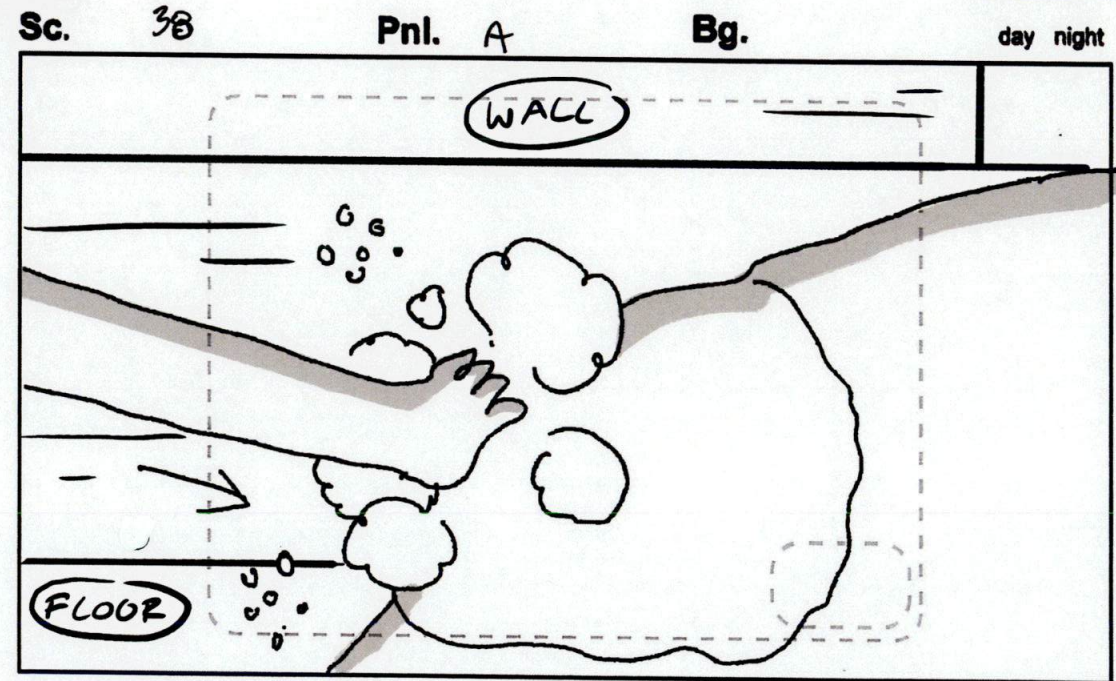
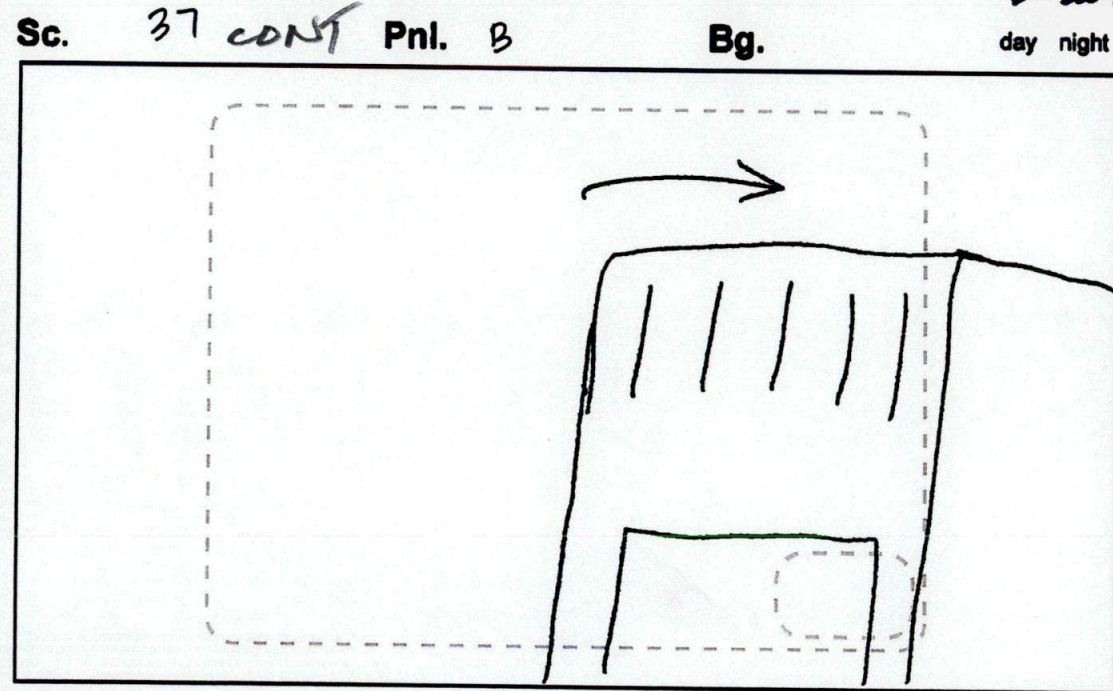
1025/204A

1025/204A

ADVENTURE TIME



Page 41



Dialog:

Action: -BMO TURNS AWAY.

Timing:

BMO GRABS FLOOR.

(A1) (A2) (A3)

NOV 08 2014

cut

EPISODE # 1025-204A

1025/204A

Production :

1025/204A

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1025/204A

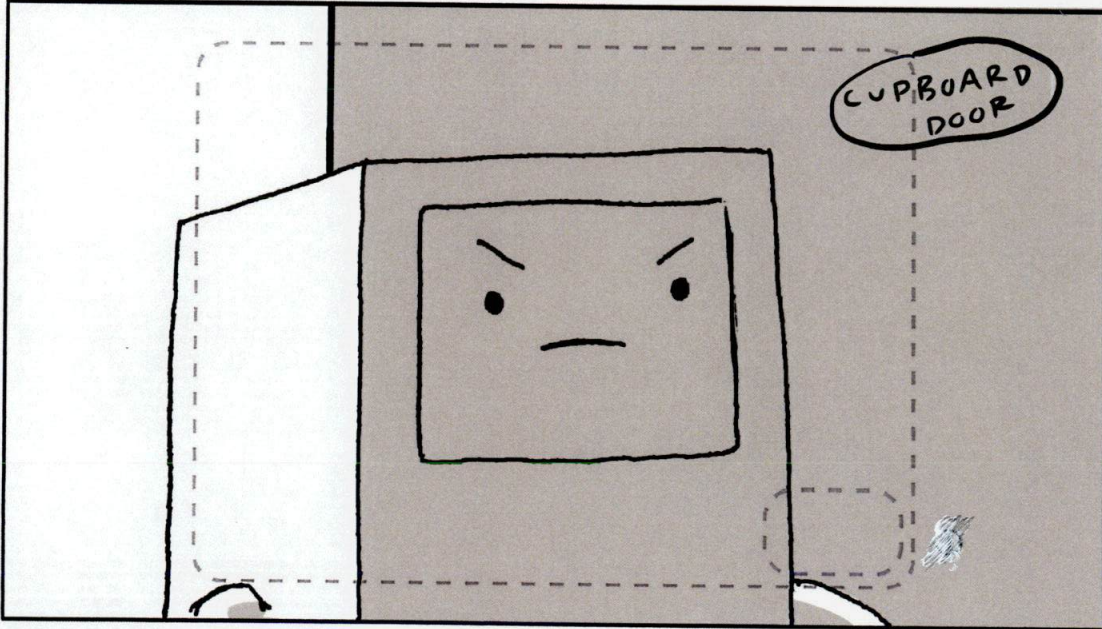
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1025/204A

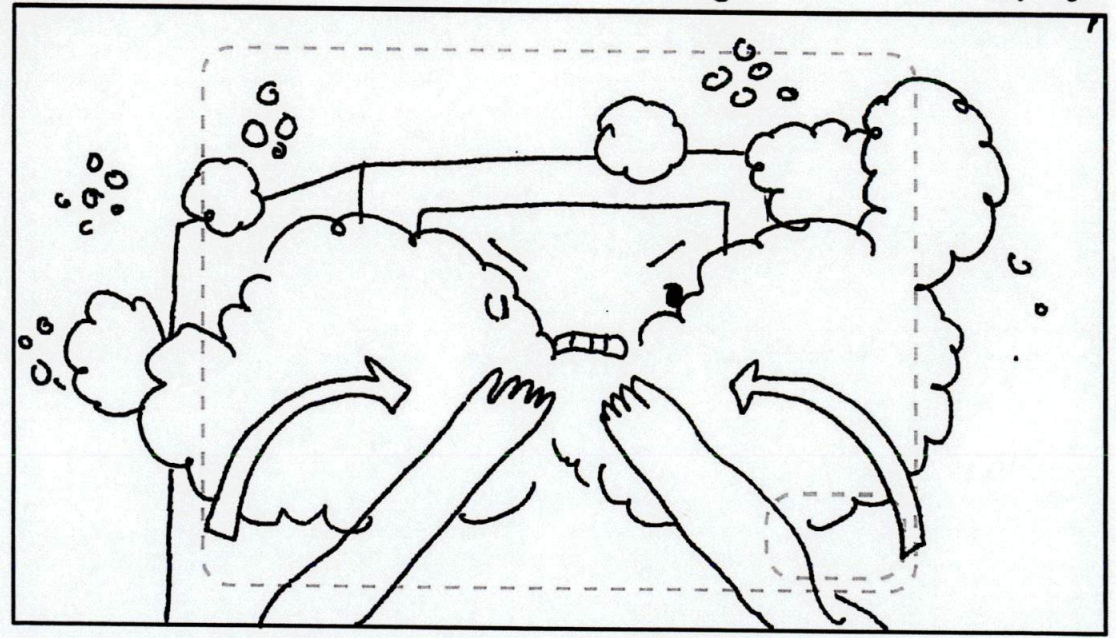
ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Sc. 39 CONT Pnl. B Bg. day night



Dialog:

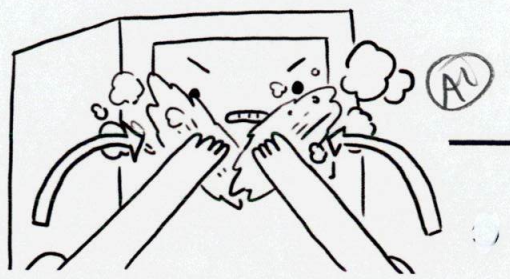
Action:

Timing:

NOV 06 2014

SFX - PAF -

- BMO SMACKS FLOUR AGAINST FACE.



1025-204A

Production :

1025/204A

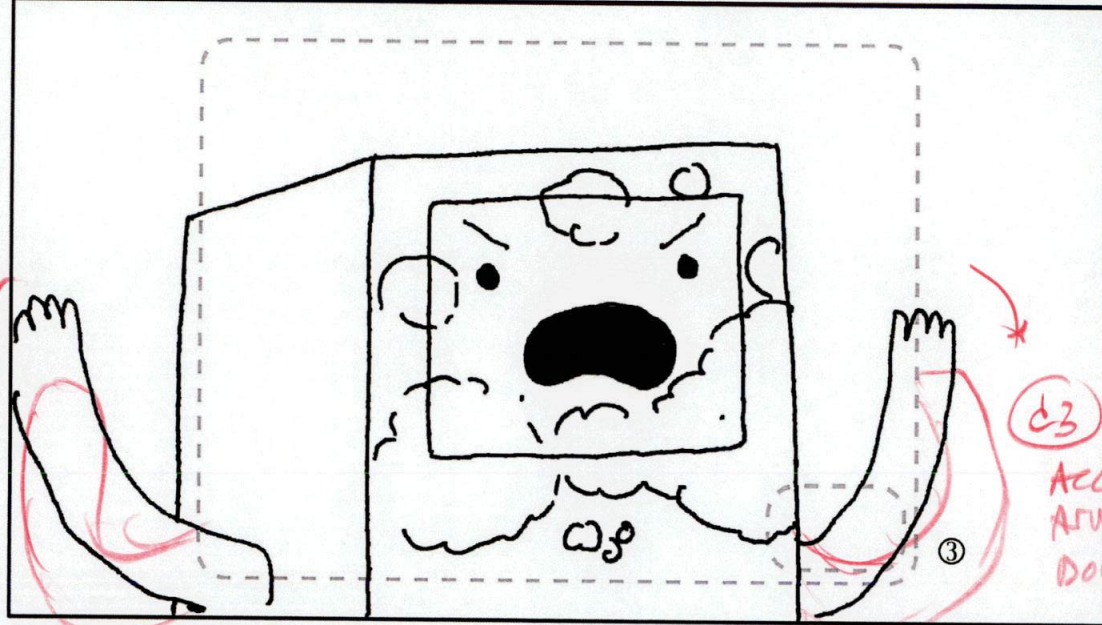
1025/204A

cut w/ -
x. Diss 2 post

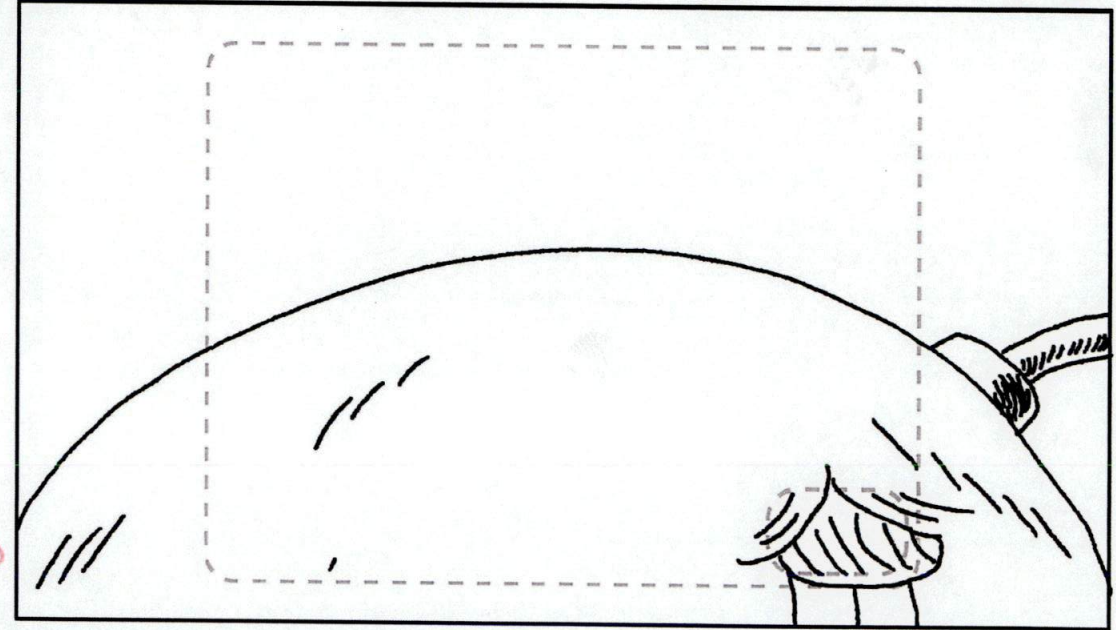
43

day night

day night



(c3)
ACCU
ARMS
DOWN



BMO/ I w , , / , , / , , / , , / - -

X-DISS

NOV 06 2014

Timing:

Production :

1025/204A

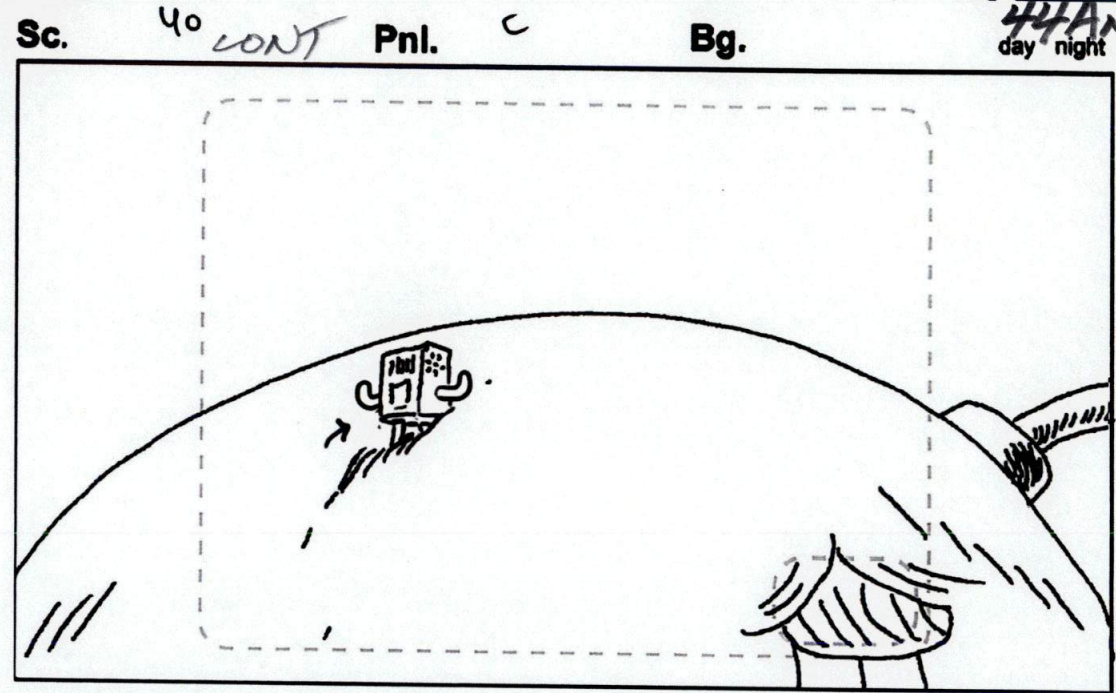
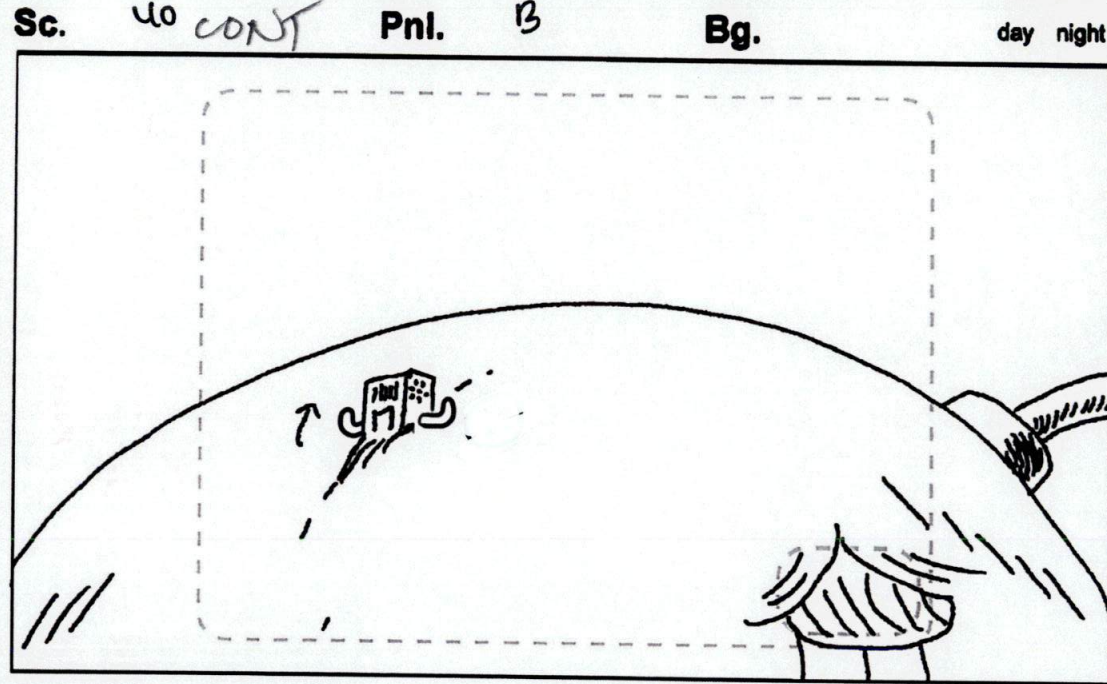
1025/2047

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ADVENTURE TIME



Page 44
~~44~~ **45** ~~next~~
 day night



Dialog:

(BMO)
 (CONT,)

/ / / / / / / / / / N !!

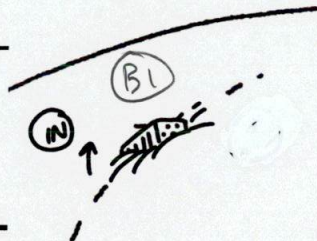
X-DISS ~~XX~~

Action:

- BMO CRAWLS THROUGH ROOF OF TREE HOUSE

- BMO RUNS UP TO PEAK OF ROOF.

Timing:



NOV 06 2014

Production :

EPISODE #

1025-204A

1025/204A

1025/204A

1025/204A

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ADVENTURE TIME



Sc. 41

Pnl. A

Bg.

day night

Sc. 41

CONT

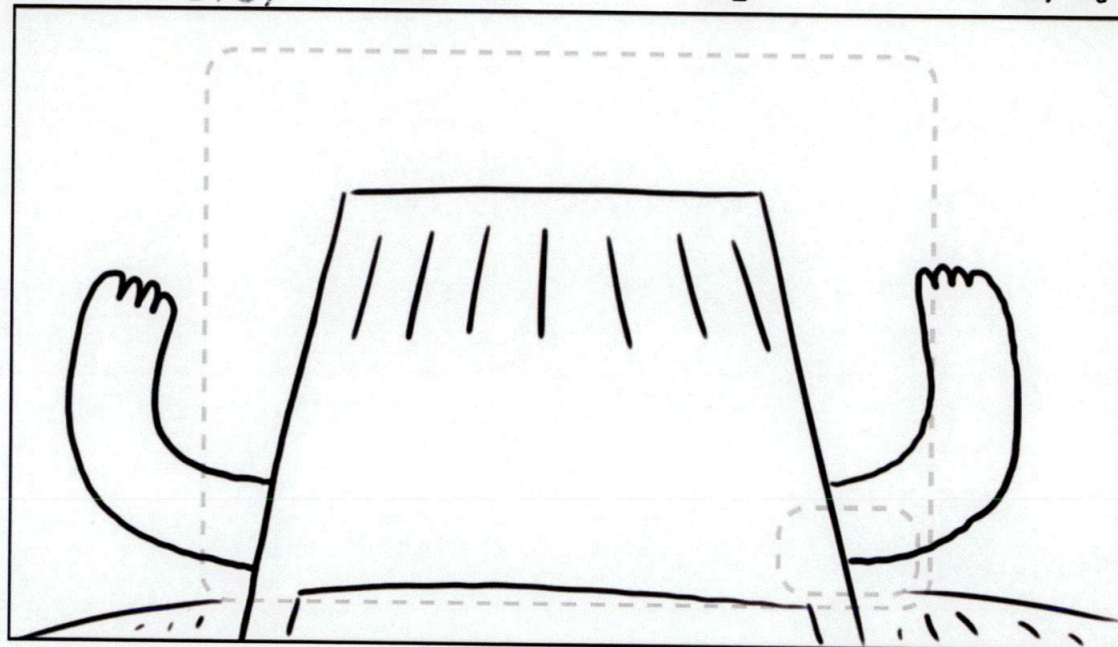
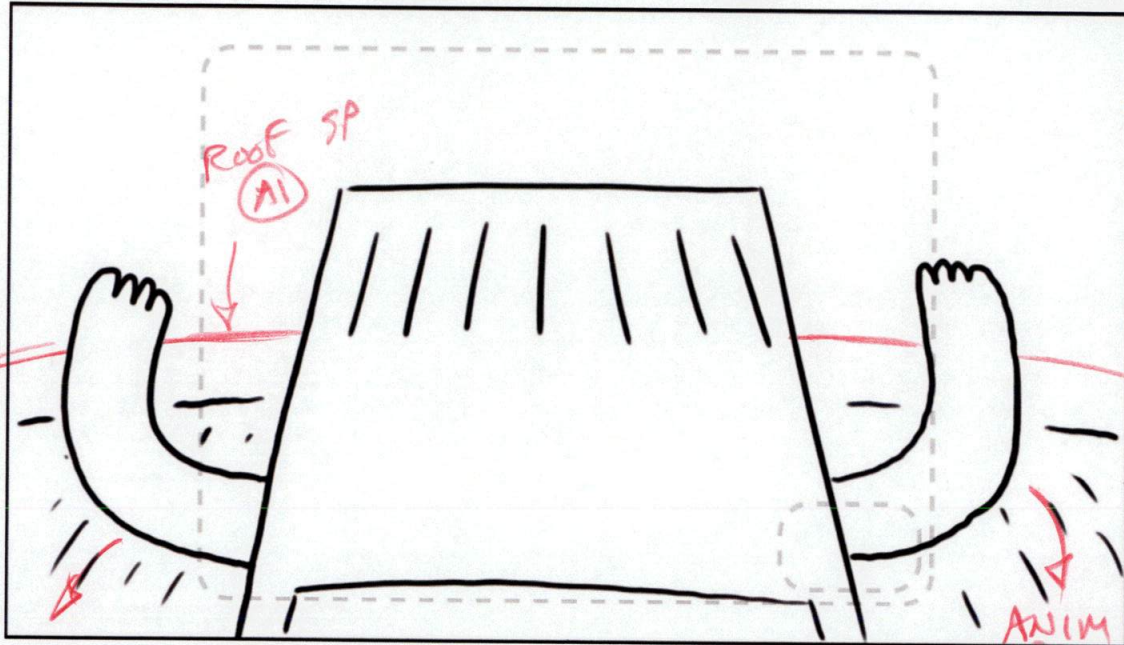
Pnl. B

Bg.

Page

44A

day night



Dialog:

XX XDISS

BMO: ---IIIIIIIIIIIIIN!!!

XDISS XX

Action:

-BMO runs on top of roof

Timing:

NOV 06 2011

Production :

EPISODE #

1025/204A

1025/204A

Cut w/ XDISS @ post

44B NEXT

1025/204A

Cut w/ X Diss

ADVENTURE TIME

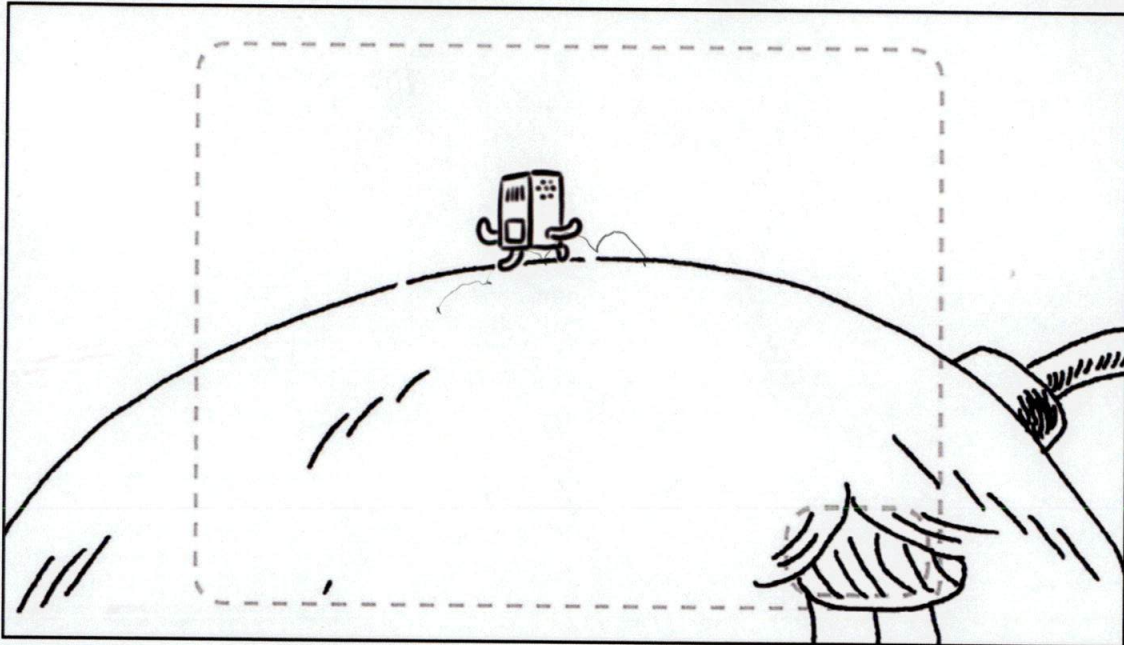


Sc. 42

Pnl. A

Bg.

day night

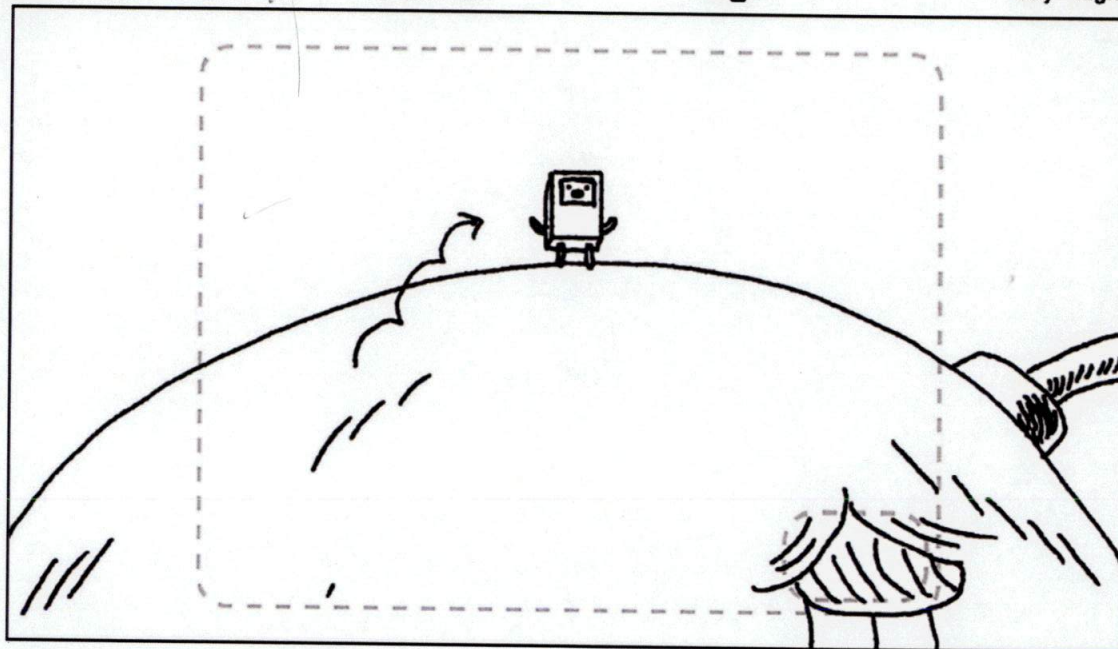


Sc. 42

CONT

Pnl. B

Bg.



Page 44B

45 NEXT
day night

Cut

Dialog:

BMO con't: ---IIIIIIIIIIIIIN!!!

Action:

X X Diss

Timing:

NOV 06 2014

EPISODE #

1025/204A

Production :

1025/204A

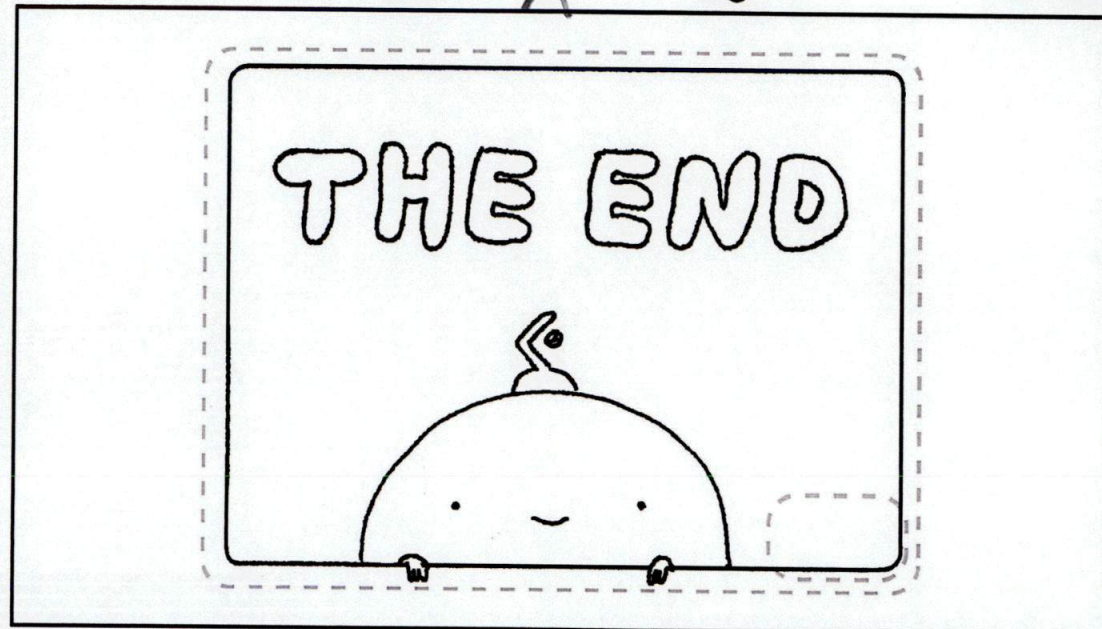
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ADVENTURE TIME

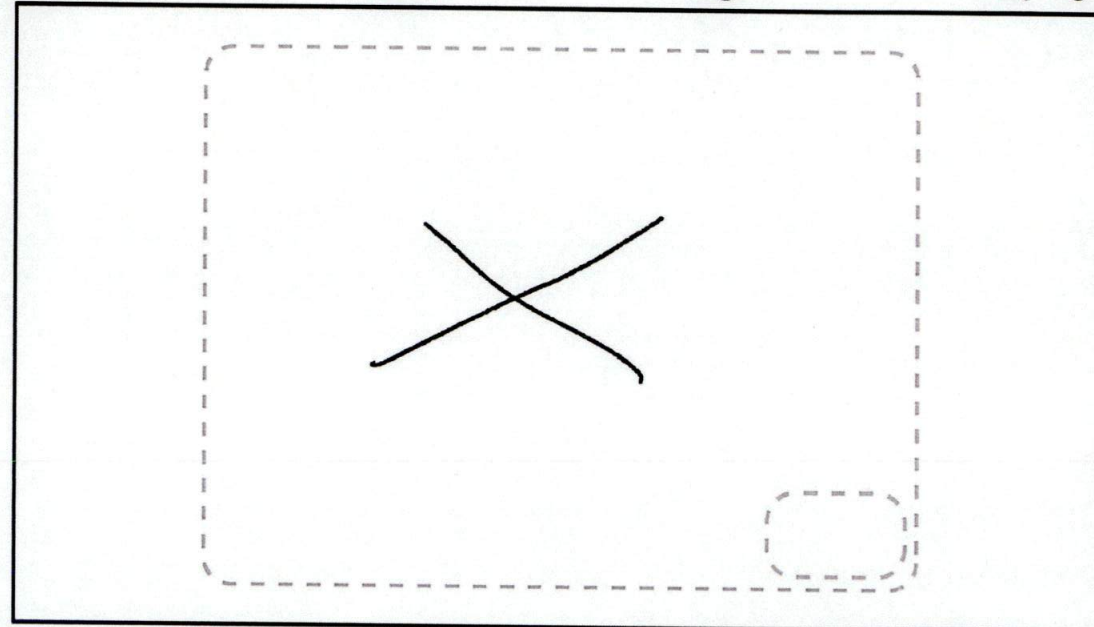


Page 45

Sc. ~~42A~~ Pnl. ~~A~~ Bg. day night



Sc. Pnl. Bg. day night



Dialog:



Action:

Timing:

NOV 06 2014

1025-204A

EPISODE #

1025/204A

Production :

1025/204A



"Have You Seen the Muffin Mess"
1025-204B
Final Board



Date 10/21/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 10/21/14
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Steve Wolfhard

Animation Studio
SAEROM

NOV 06 2014

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10 25 / 20 4 B

10 25 / 20 4 B

10 25 / 20 4 B

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Cut

ADVENTURE TIME



Cut

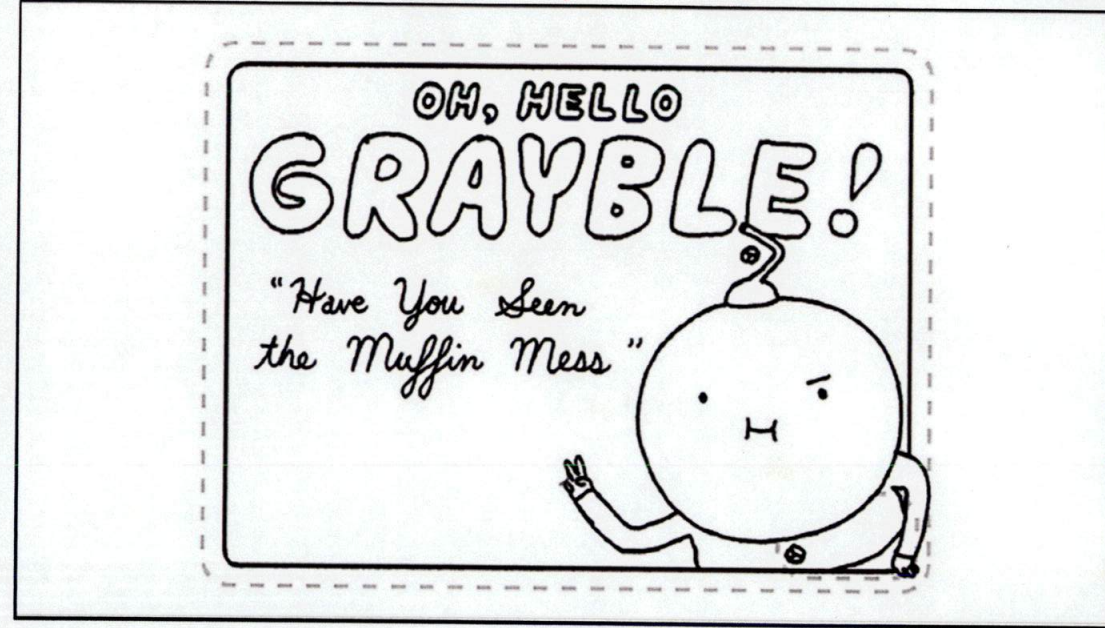
Page 46

Sc. 45A

Pnl. A

Bg.

day night

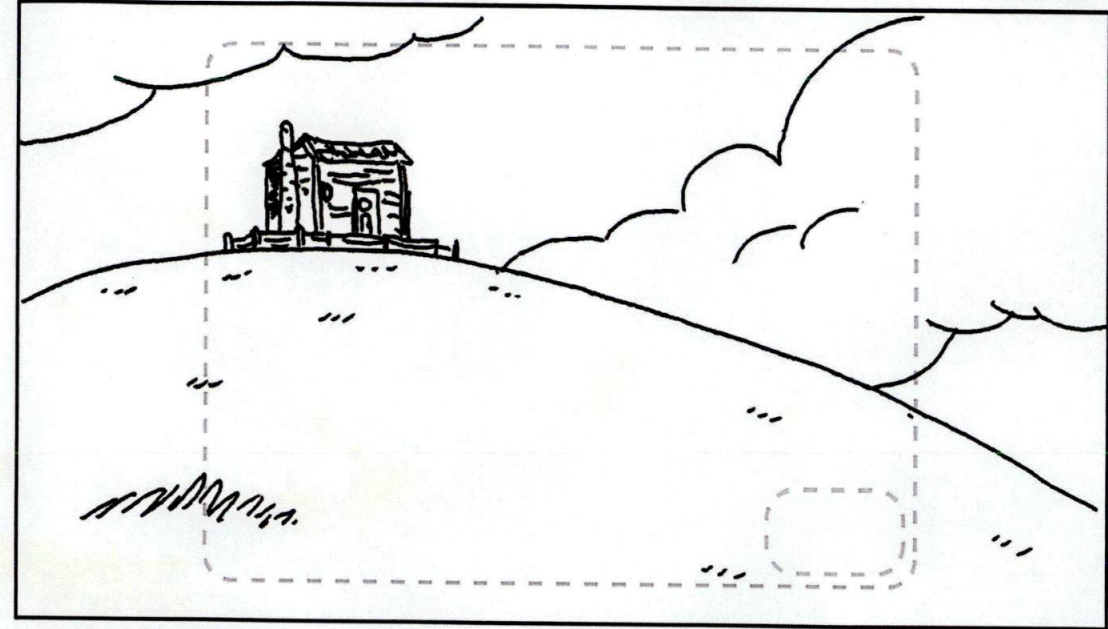


Sc. 43

Pnl. A

Bg.

day night



Cut

EPISODE # 1025-204B

1025/204B

Dialog:

Action:

PB.'S COTTAGE

NOV 06 2014

Timing:

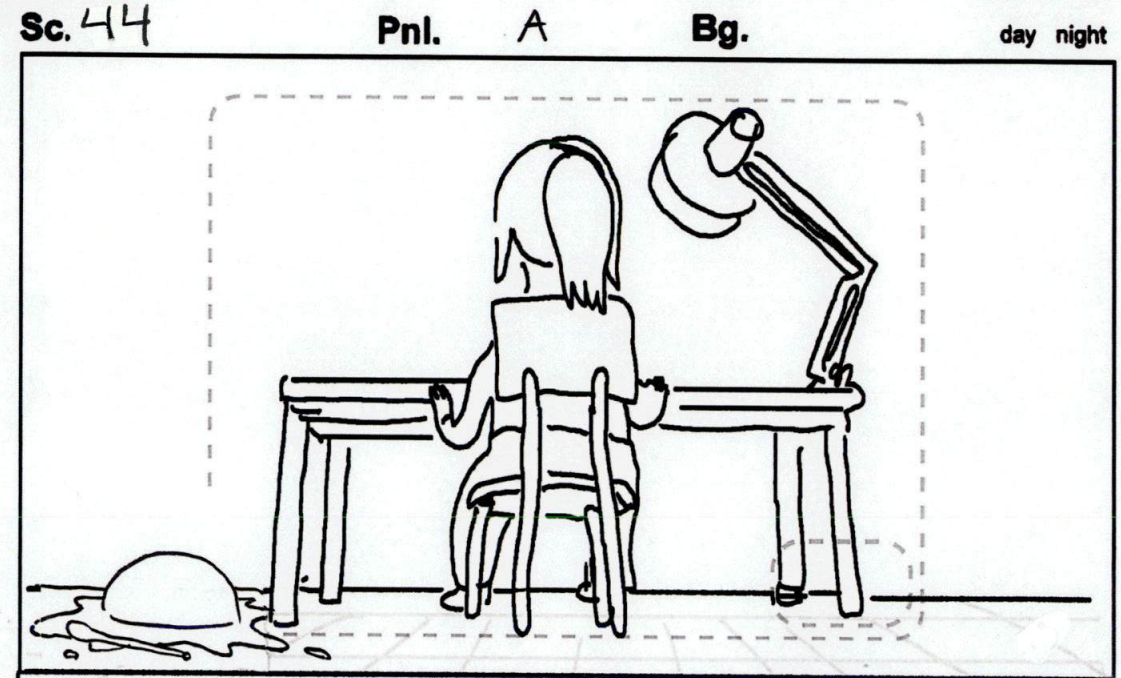
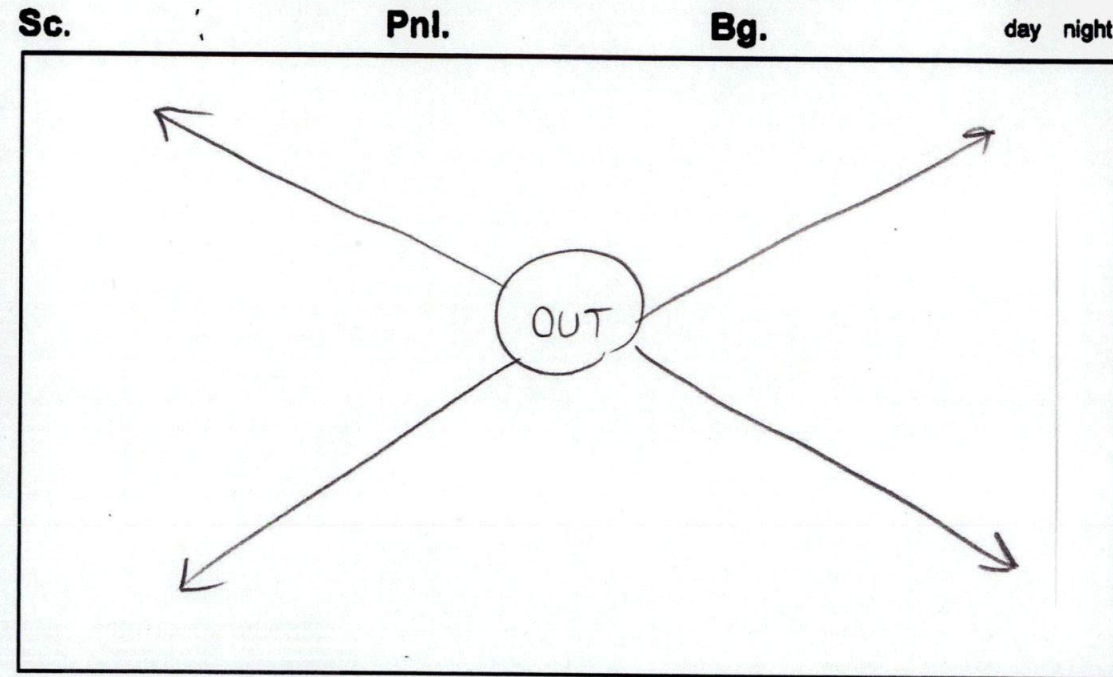
Production :

1025/204B

ADVENTURE TIME



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Dialog:

Action: PB SITTING AT TABLE.

Timing:

NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

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1025/204B

1025/204B

Ho
cut

ADVENTURE TIME



Ho
cut

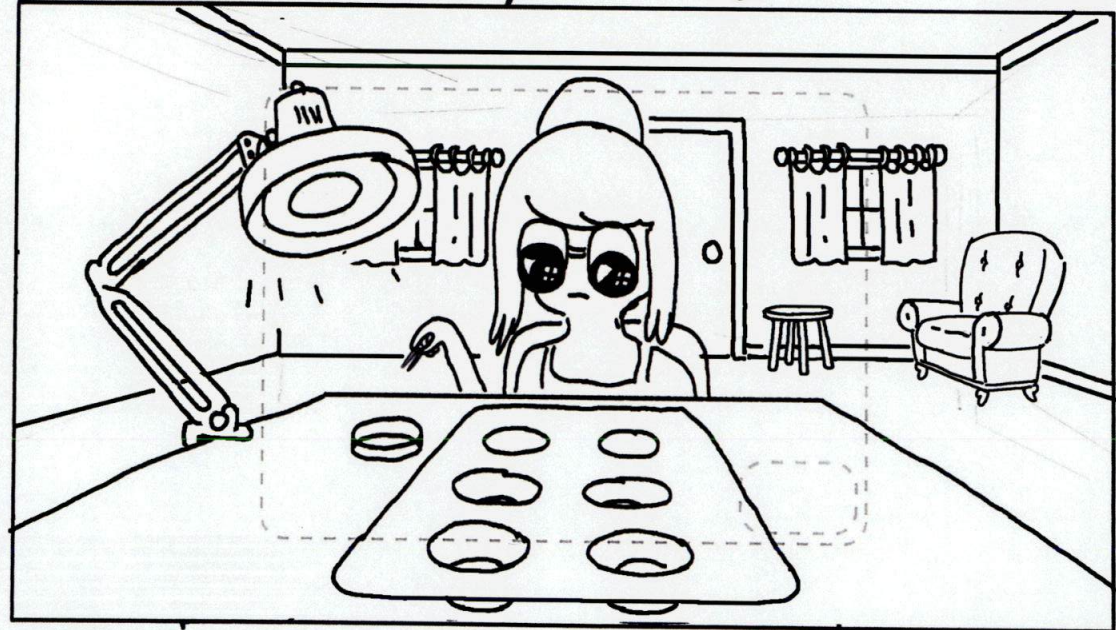
Page 48

Sc. 45

Pnl. A

Bg.

day night

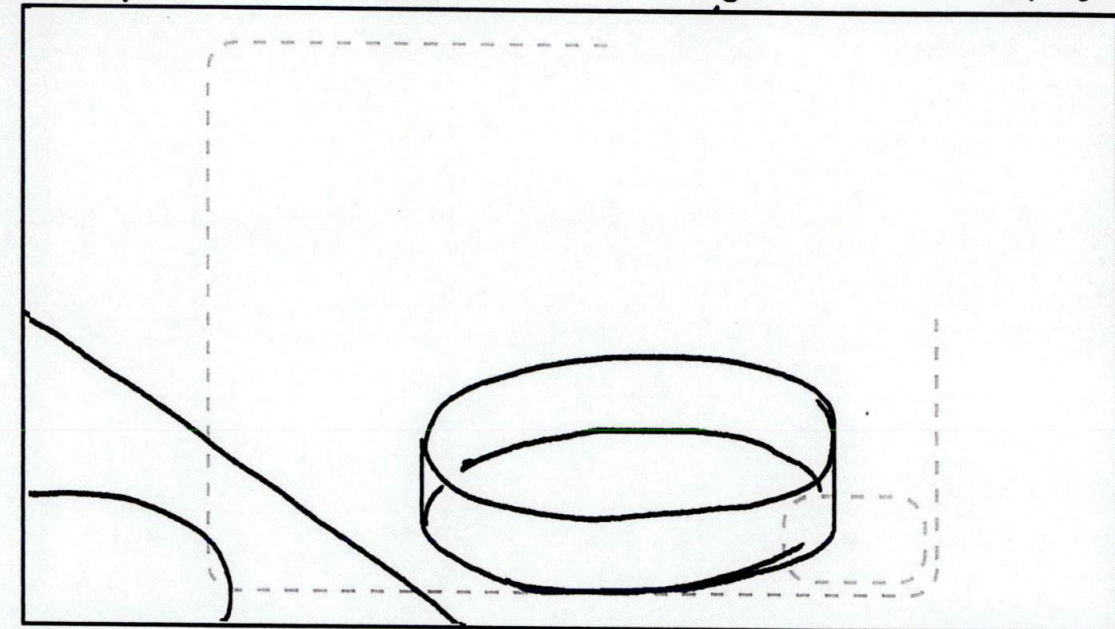


Sc. 46

Pnl. A

Bg.

day night



Dialog:



Action:

-PB SITS IN FRONT OF PASTRY DISH AND
BAKING TRAY

-PB REACHES DOWN W/ TWEEZERS.

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Timing:

EPISODE # 1025-204 B

1025/204 B

Production :

1025/204 B

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1025/204 B

ADVENTURE TIME

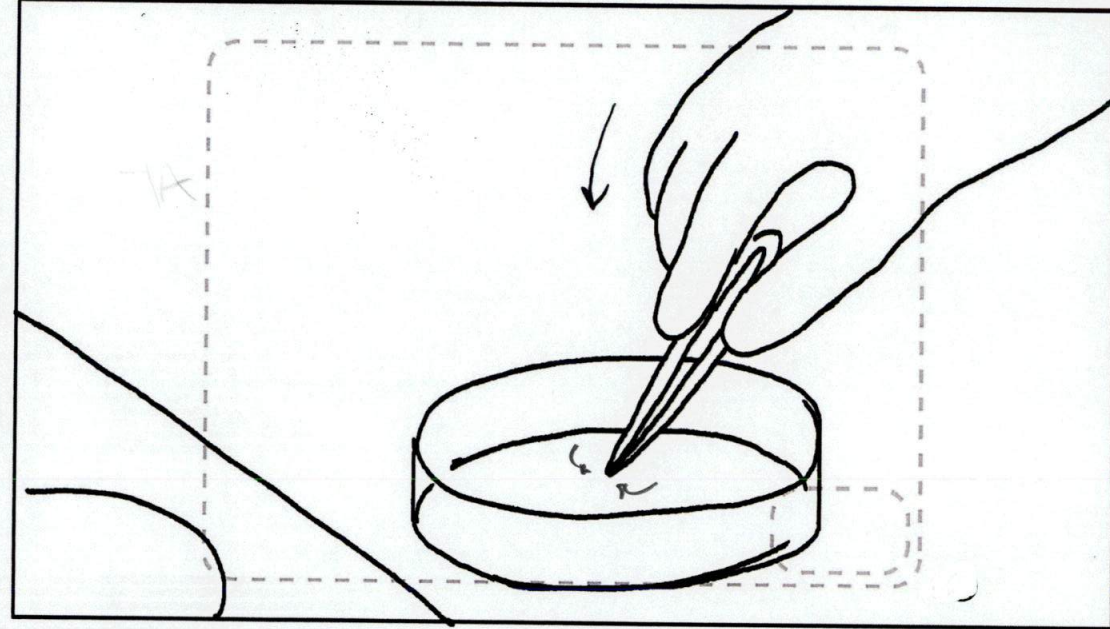


Cut

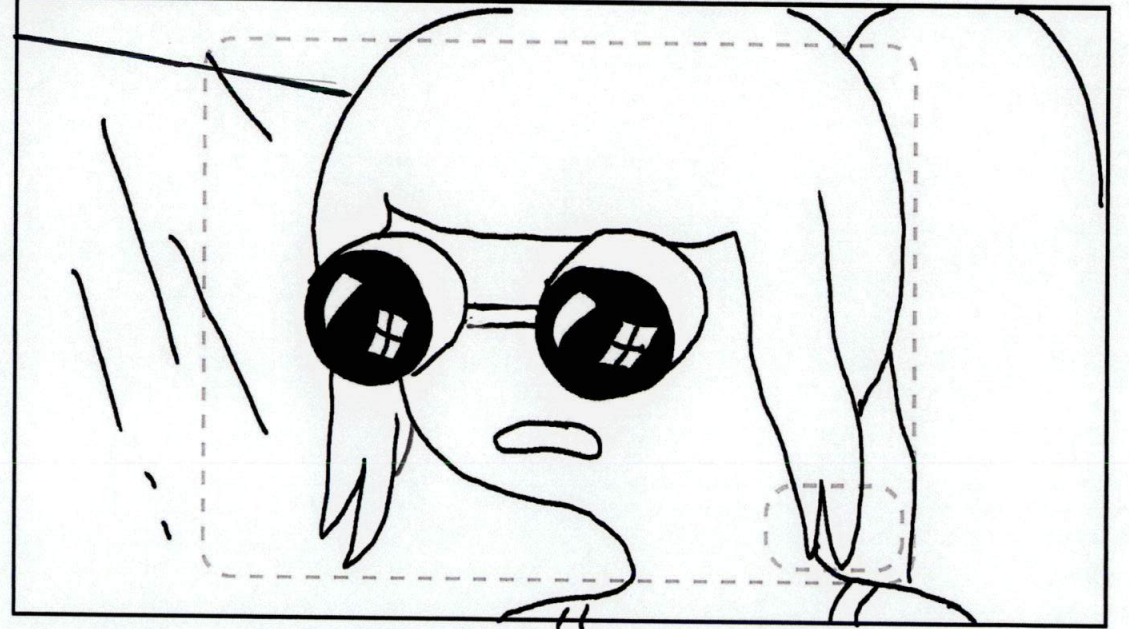
Page 49

Cut

Sc. 46 *CONT* Pnl. B Bg. day night



Sc. 47 Pnl. A Bg. day night



Dialog:		<p>(PB) NO MORE LUDDITE, I'VE GOT NANITE.</p>
Action:		
<p>- PB TWEEZES NANITE</p>		
Timing:		

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Production :

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1025/204B

1025/204B

ADVENTURE TIME



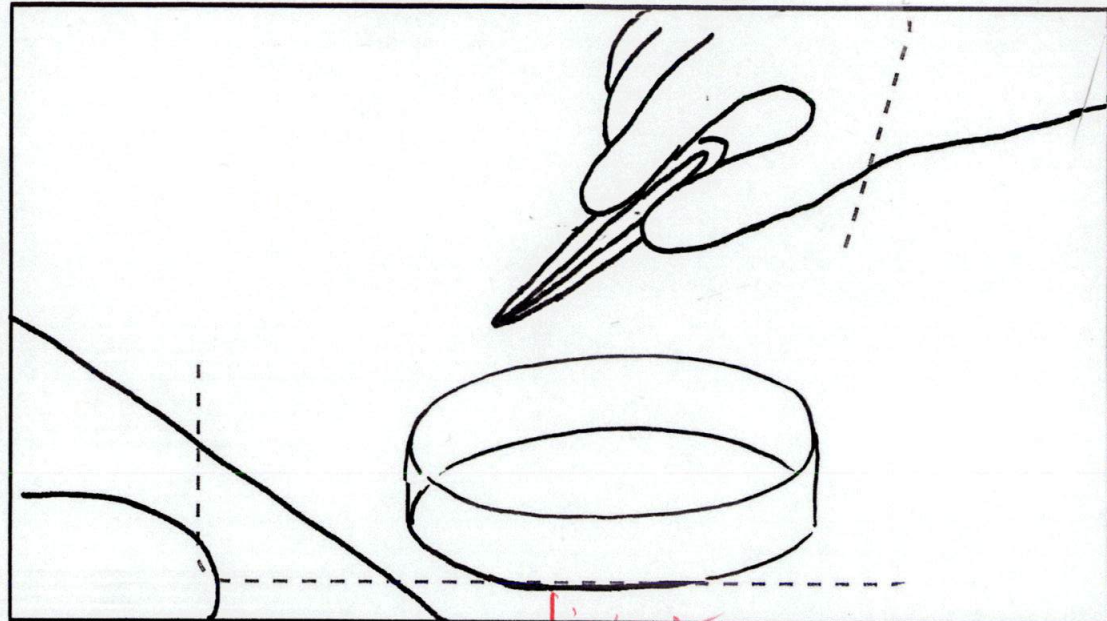
Page 50

Sc. 48

Pnl. A

Bg.

day night

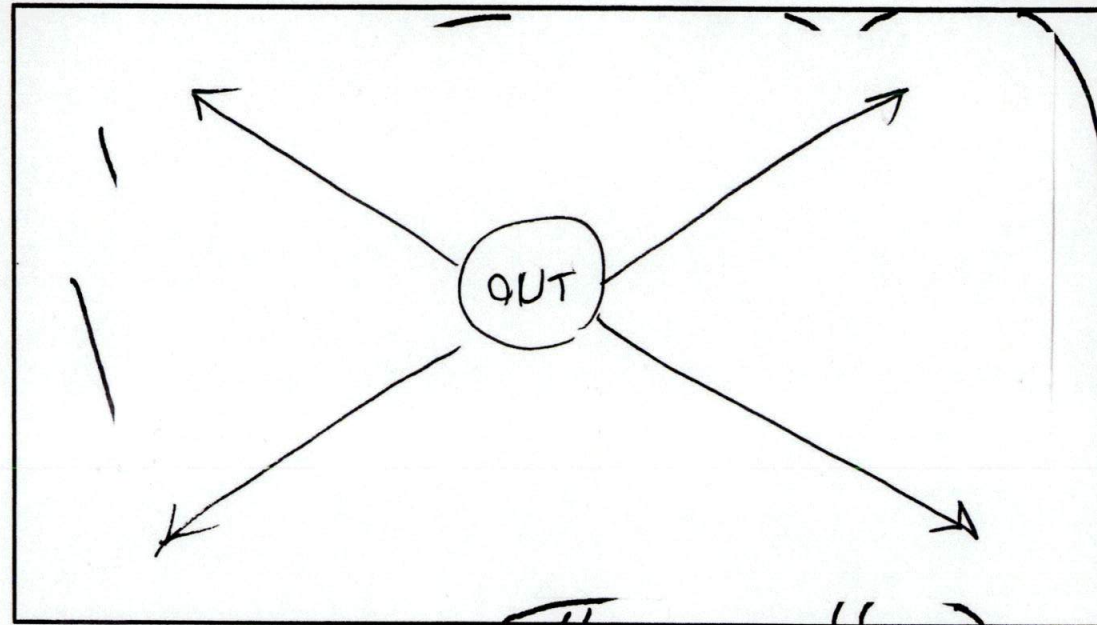


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

NOV 06 2014

EPISODE # 1025-204B

1025/204B

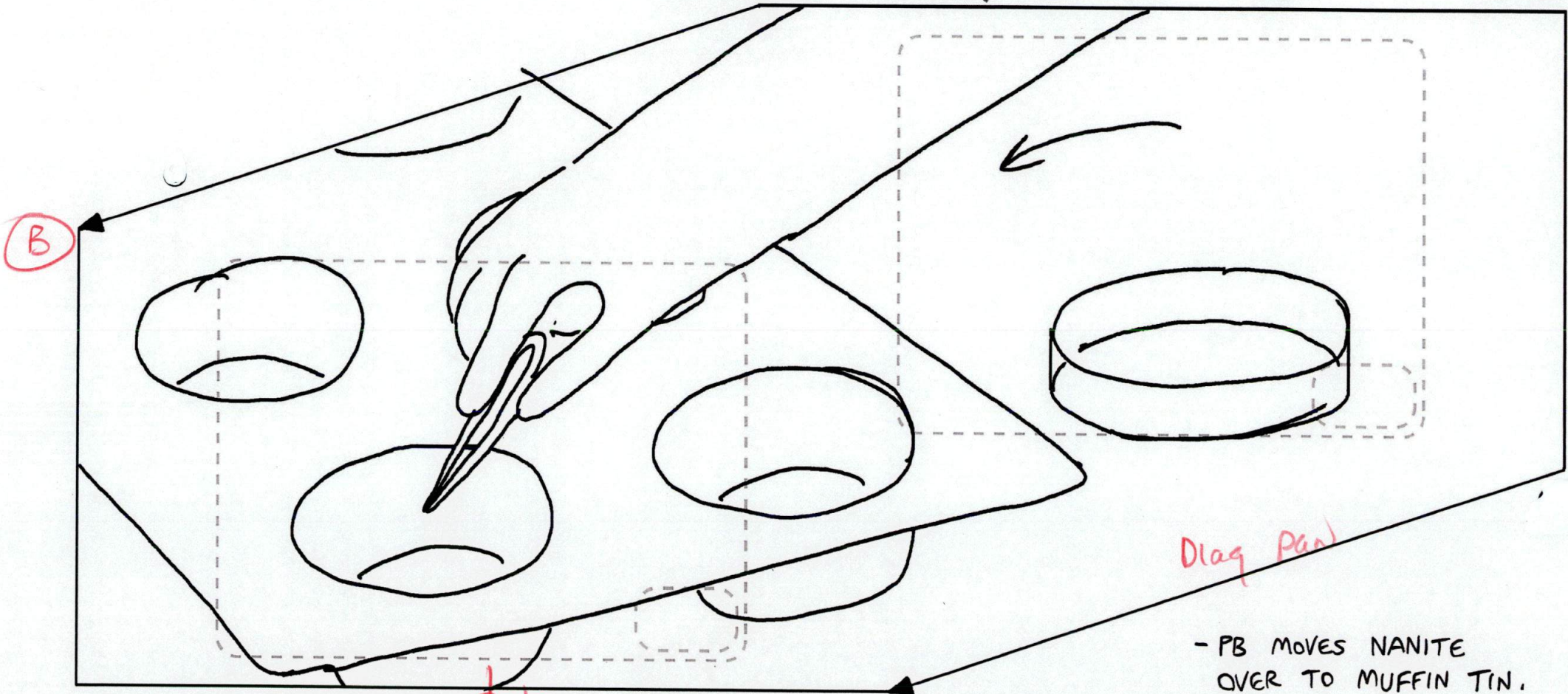
Production :

1025/204B

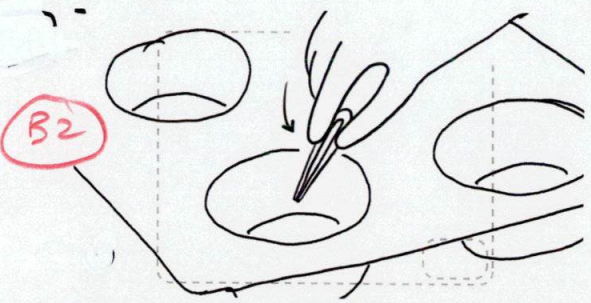
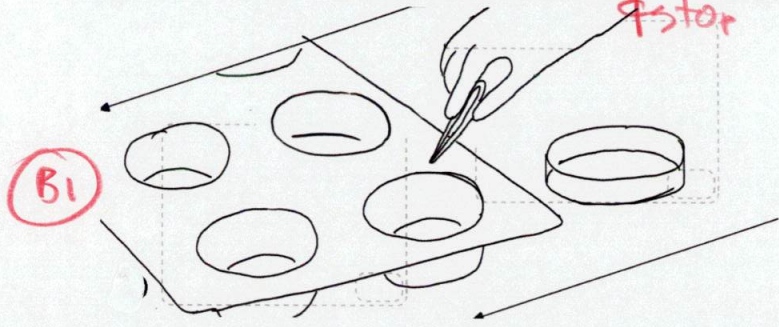
ADVENTURE TIME



Sc. 48 *cont* Pnl. Bg.



Drag Pan
- PB MOVES NANITE
OVER TO MUFFIN TIN.



NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

1025/204B

1025/204B

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ADVENTURE TIME



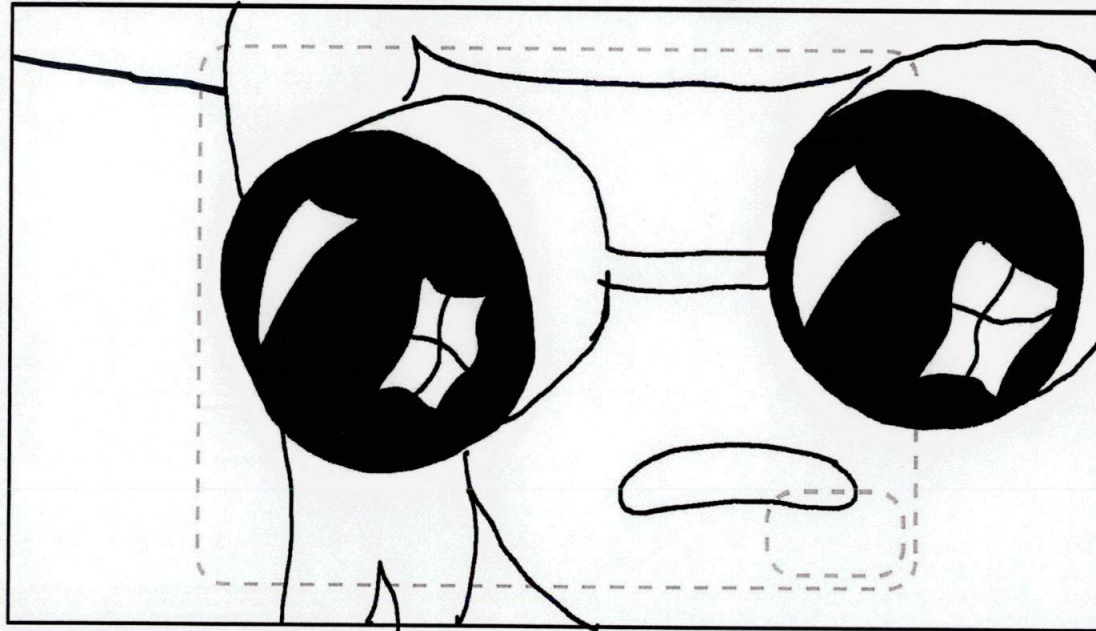
Page 52

Sc. 49

Pnl. A

Bg.

day night

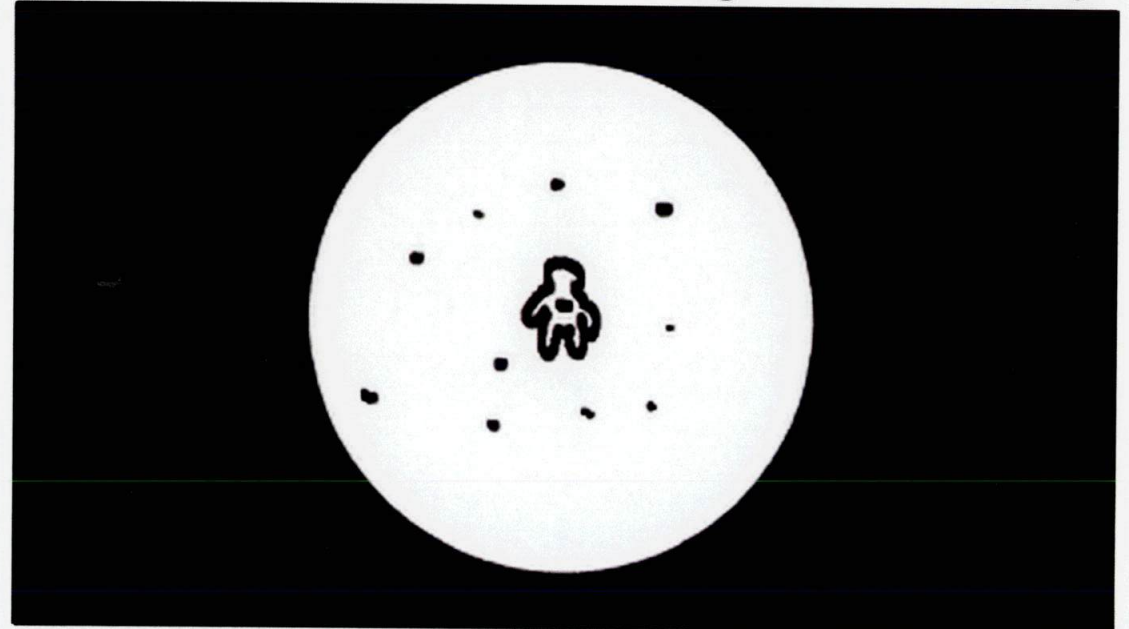


Sc. 50

Pnl. A

Bg.

day night



Dialog:

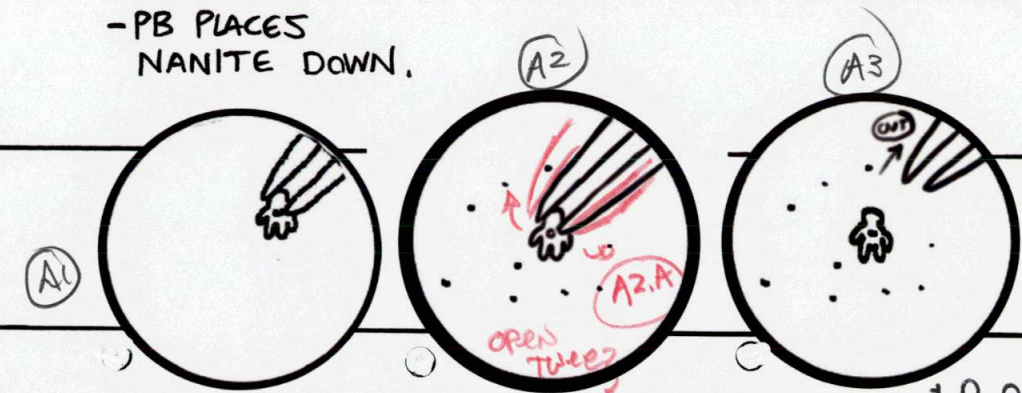
PB I HOPE MUFFINS AREN'T EASY
TO MAKE OR I'M BEING AN IDIOT

NOV 06 2014

Action:

-PB PLACES
NANITE DOWN.

Timing:



EPISODE # 1025-204B

1025/204B

Production :

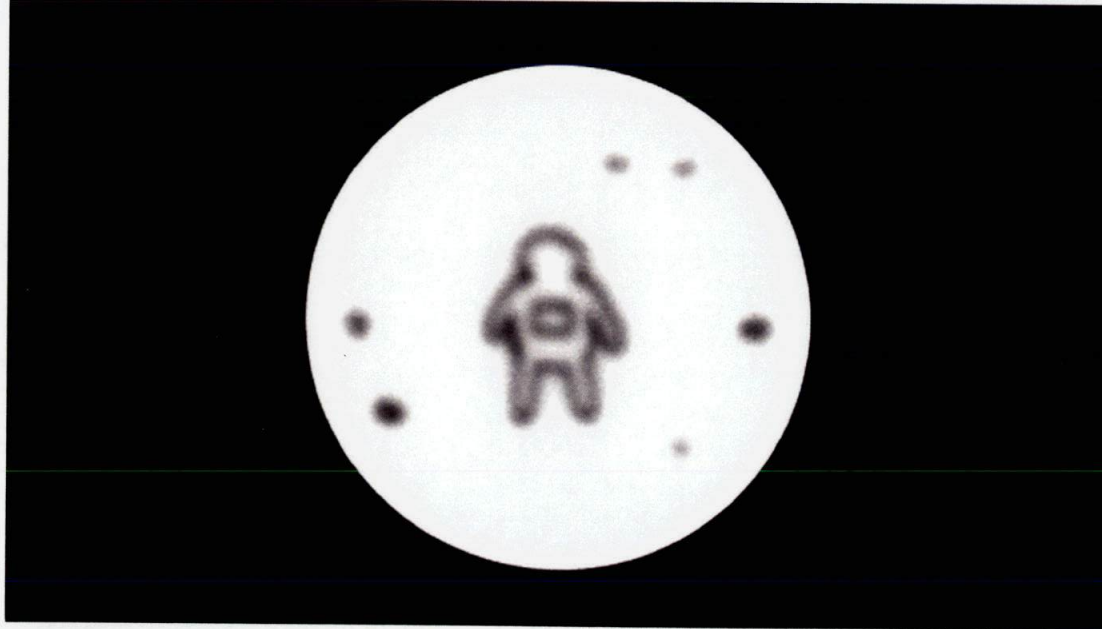
1025/204B

ADVENTURE TIME

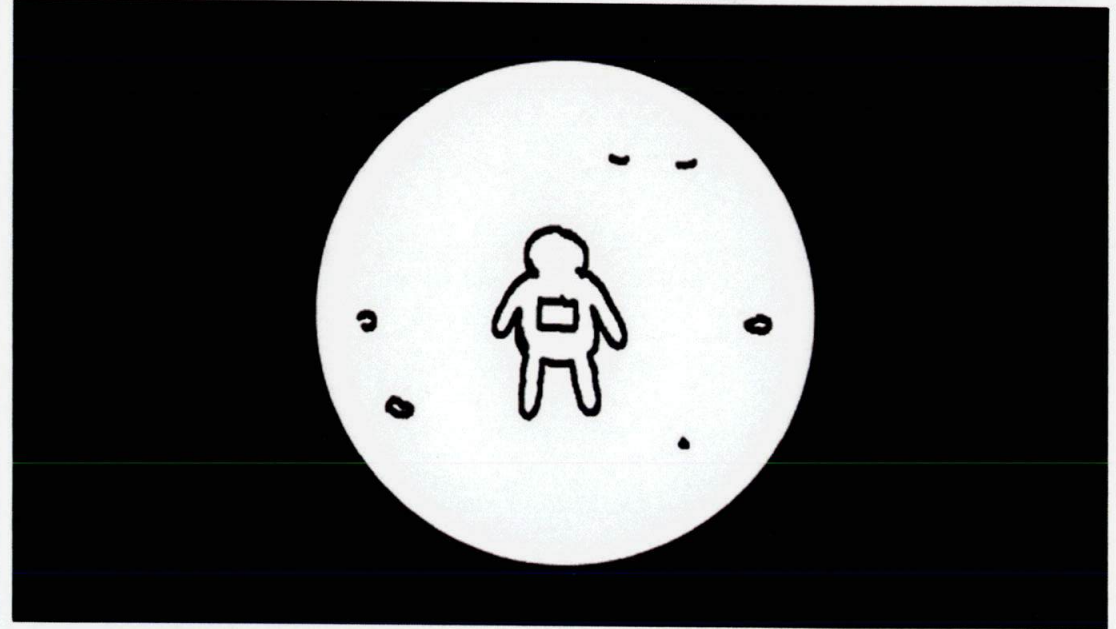


Page 53

Sc. 50 CONT Pnl. B Bg. day night



Sc. 50 CONT Pnl. C Bg. day night



Dialog:	
Action: <u>Knelt - focus on w/ truck</u> <u>IN</u> <u>IS</u> <u>REFOCUS ON NANITE.</u>	
Timing:	

NOV 06 2014

1025-204B

EPISODE #

1025/204B

Production :

1025/204B

1025/204B

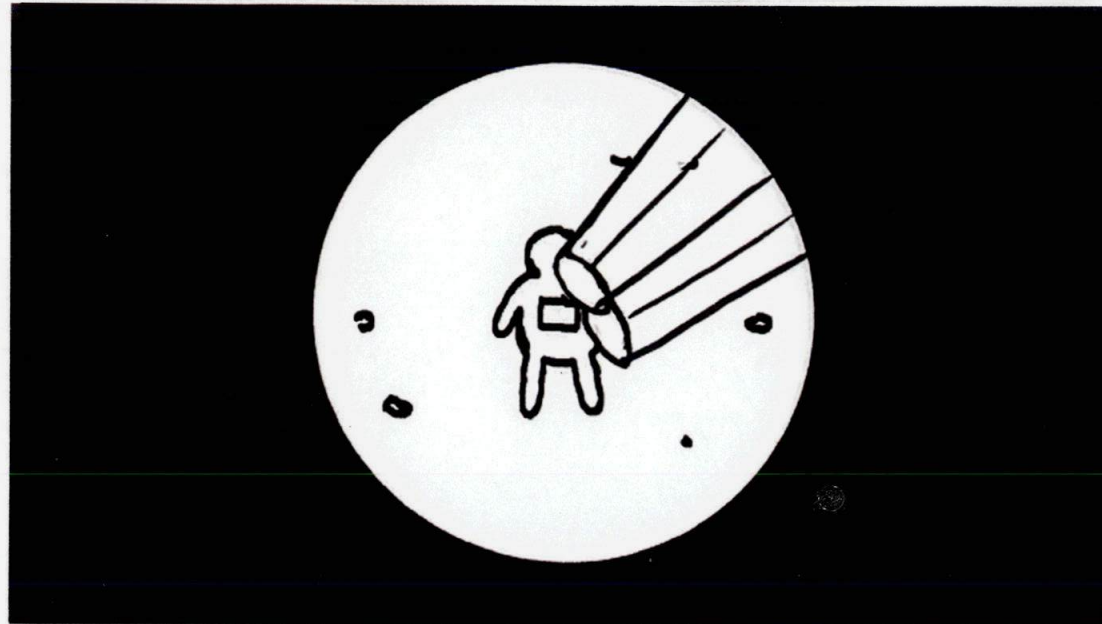
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ADVENTURE TIME

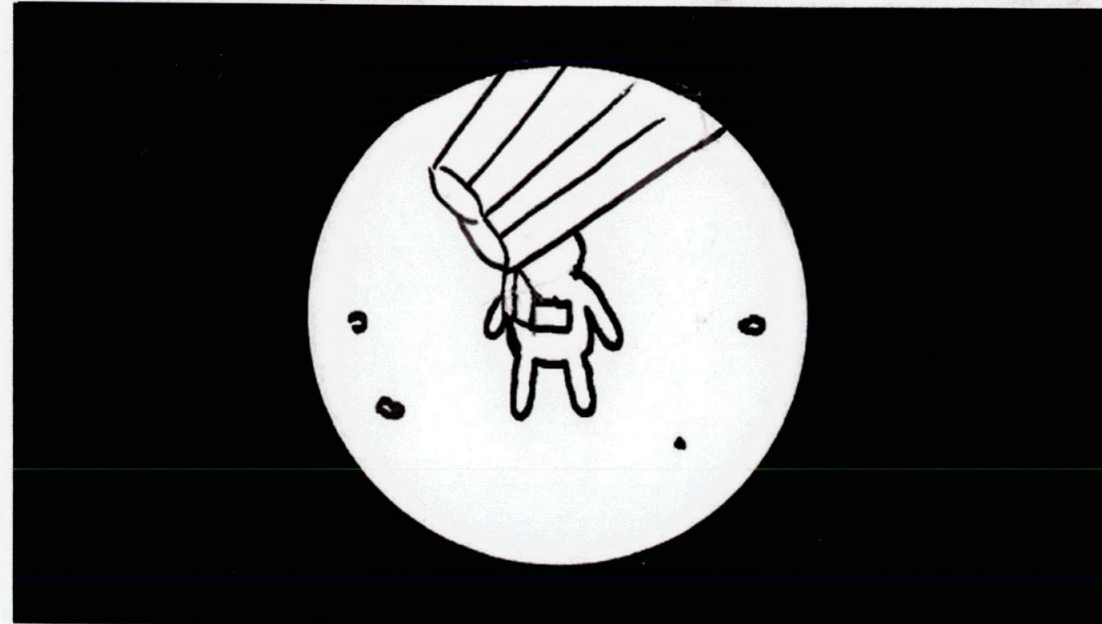


Page 54

Sc. 50 CONT Pnl. D Bg. day night



Sc. 50 CONT Pnl. E Bg. day night



Dialog:

SFX: opening hatch

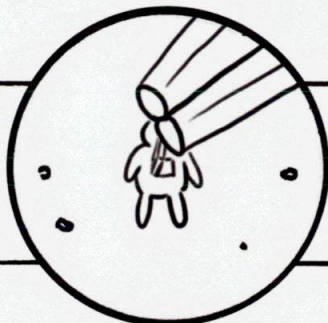
Action:

- FOCUS ON GOGGLES BLURS

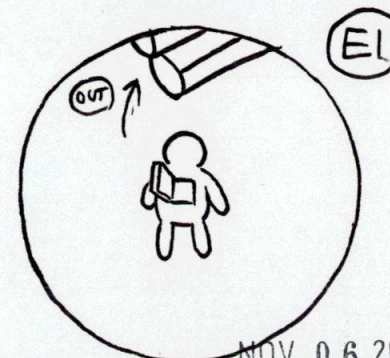
- PB OPENS HATCH

- TWEEZERS WITHDRAW

Timing:



(DL)



NOV 06 2014

Production :

EPISODE # 1025-204B

1025/204B

1025/204B

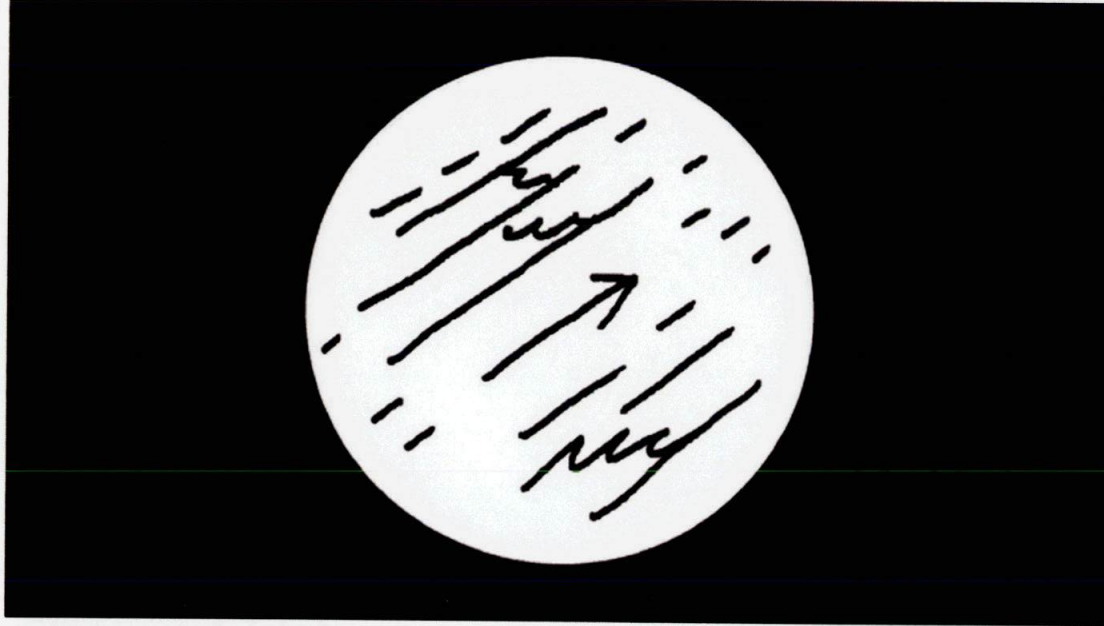
1025/204B

ADVENTURE TIME

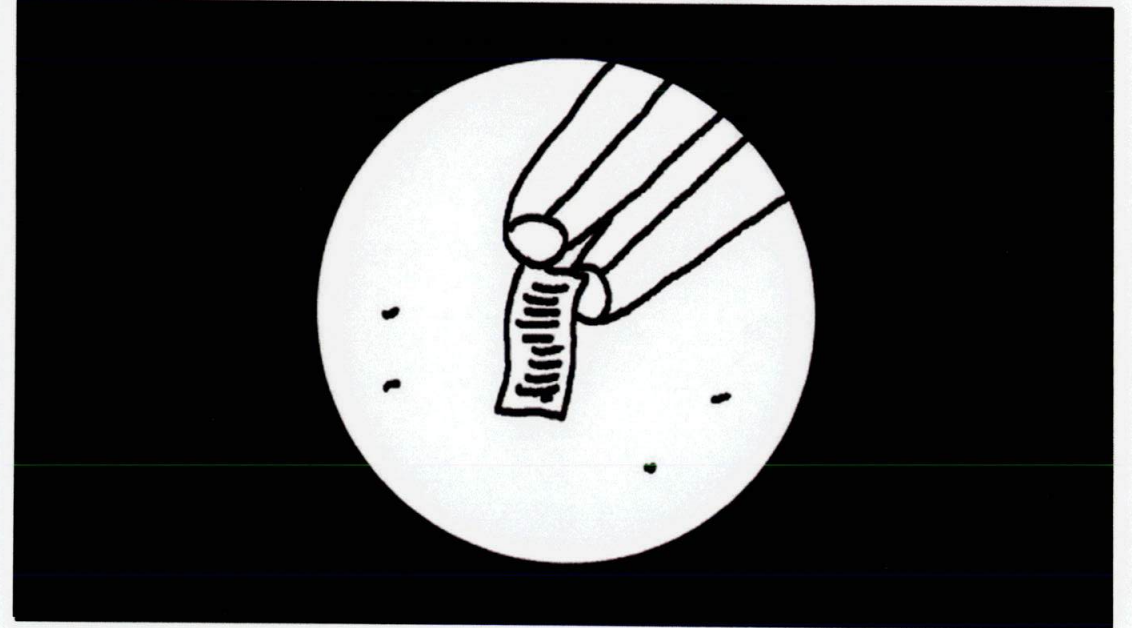


Page 55

Sc. 50 *ONT* Pnl. F Bg. day night



Sc. 50 *ONT* Pnl. G Bg. day night



Dialog:

SFX: whir

Blur pan

Action:

Timing:

NOV 06 2014

1025-204B

EPISODE #

1025/204B

Production :

1025/204B

ADVENTURE TIME

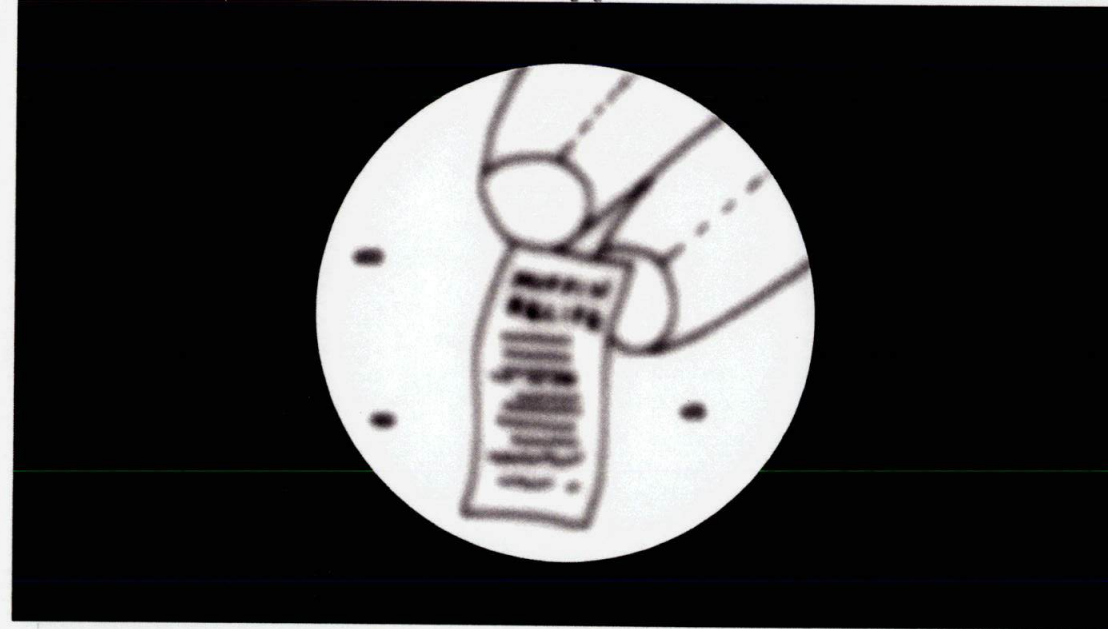


Sc. 50 CONT

Pnl. H

Bg.

day night

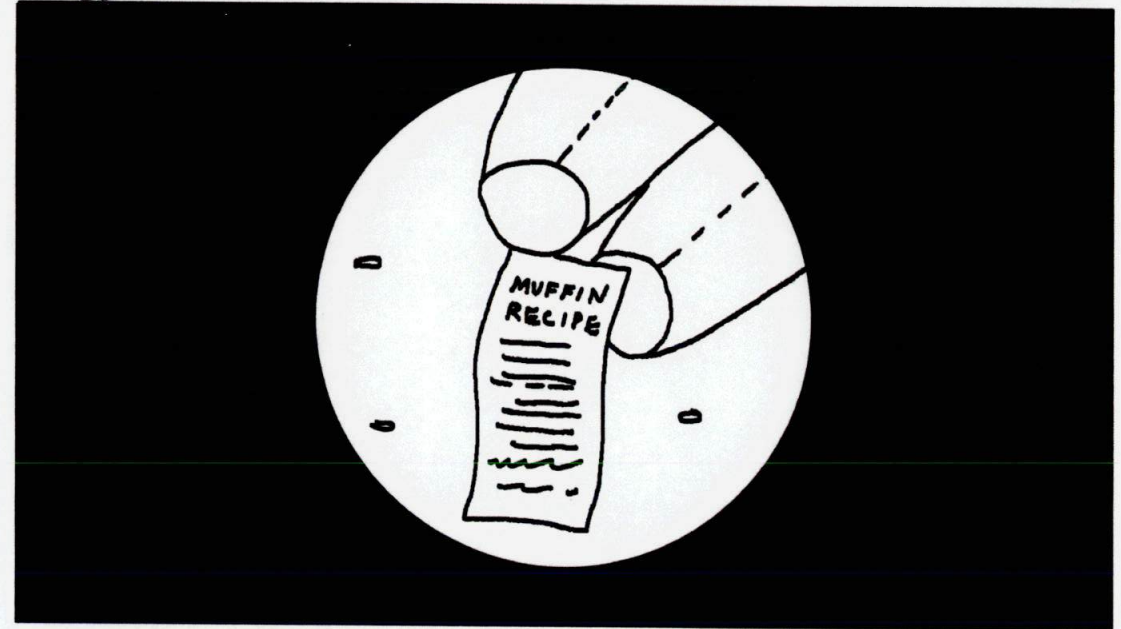


Sc. 50 CONT

Pnl. I

Bg.

day night



Page 56

Dialog:

SFX: Lens refocusing

Action:

-REFOCUS BLUR

-FOCUS ON MUFFIN RECIPE.

NOV 06 2014

Timing:

1025-204B

EPISODE #

1025/204B

Production :

1025/204B

ADVENTURE TIME

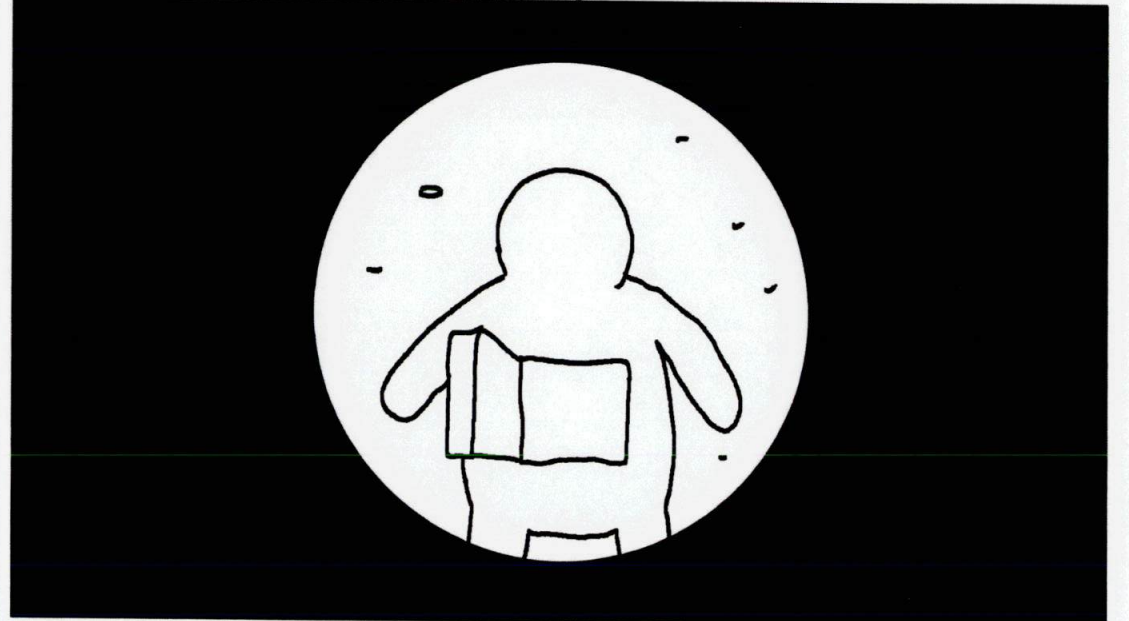


Page 57

Sc. 50 CONT Pnl. J Bg. day night



Sc. 50 CONT Pnl. K Bg. day night



Dialog:	SFX: whir
Action:	Blur pan
Timing:	NOV 06 2014

EPISODE # 1025-204B
Production : 1025/204B

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1025/204B

1025/204B

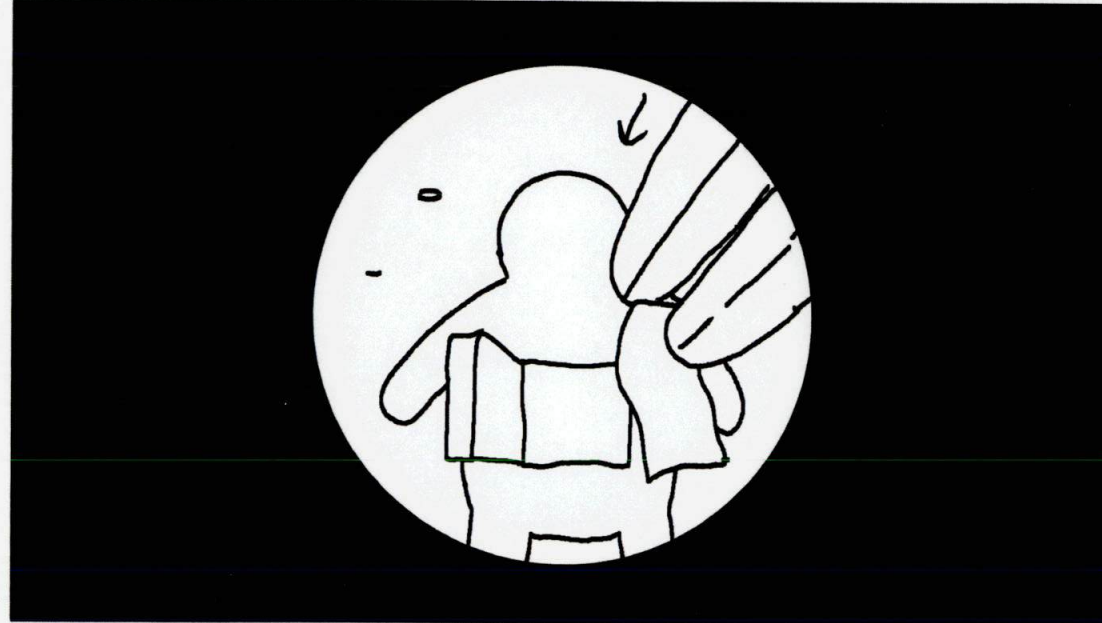
ADVENTURE TIME



Page 58

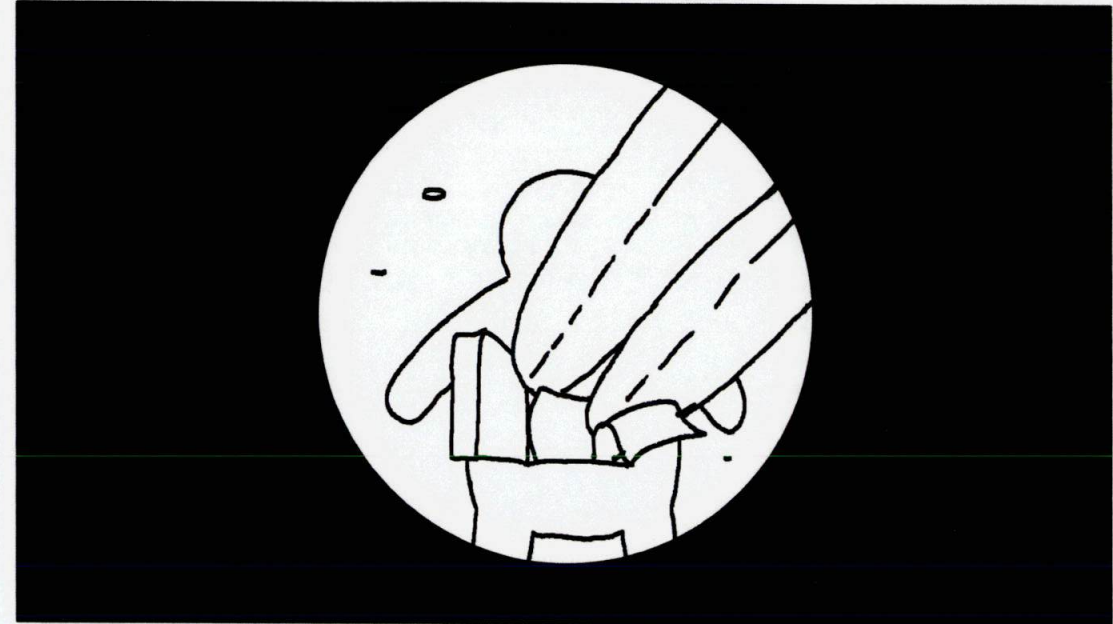
Sc. 50 cont Pnl. L Bg.

day night



Sc. 50 cont Pnl. M Bg.

day night



Dialog:

SFX: paper rustling

Action:

-PB STUFFS RECIPE INTO NANTIE'S CHEST

NOV 06 2014

Timing:

EPISODE # 1025-204B

Production :

1025/204B

1025/204B

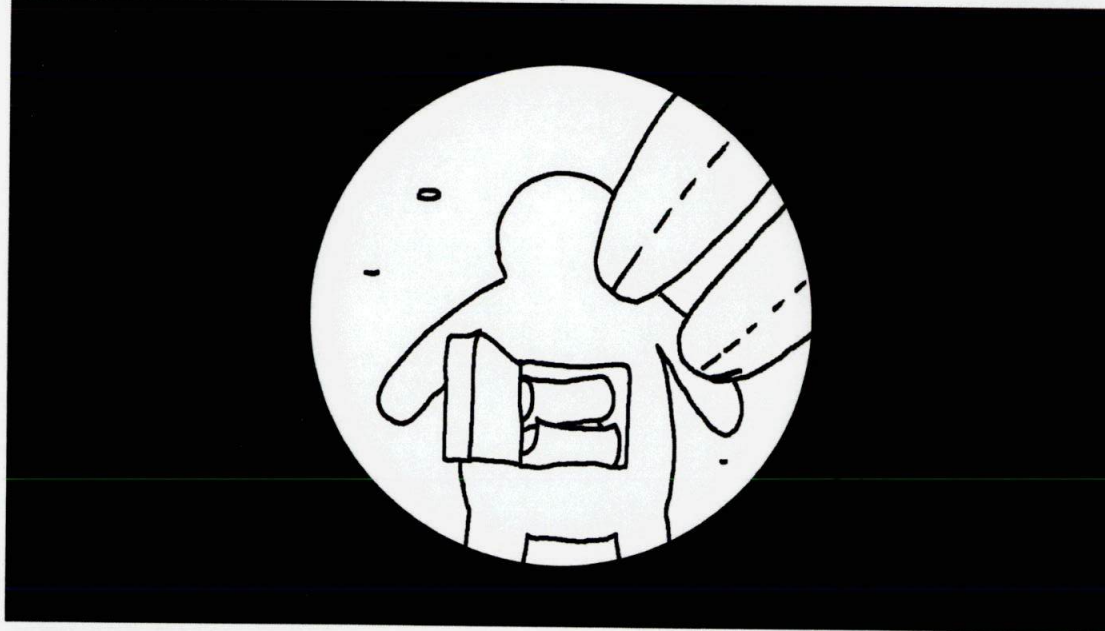
ADVENTURE TIME



Page 59

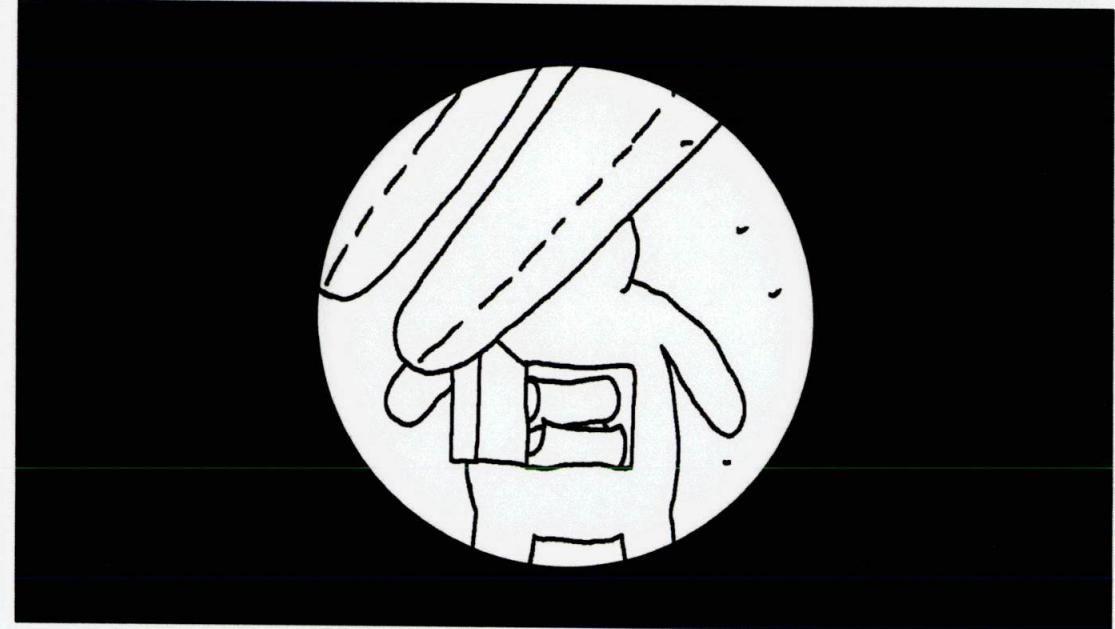
Sc. 50 cont Pnl. N Bg.

day night



Sc. 50 cont Pnl. 0 Bg.

day night



Dialog:

Action:

Timing:

NOV 06 2014

1025-204B

EPISODE #

1025/204B

Production :

1025/204B

1025/204B

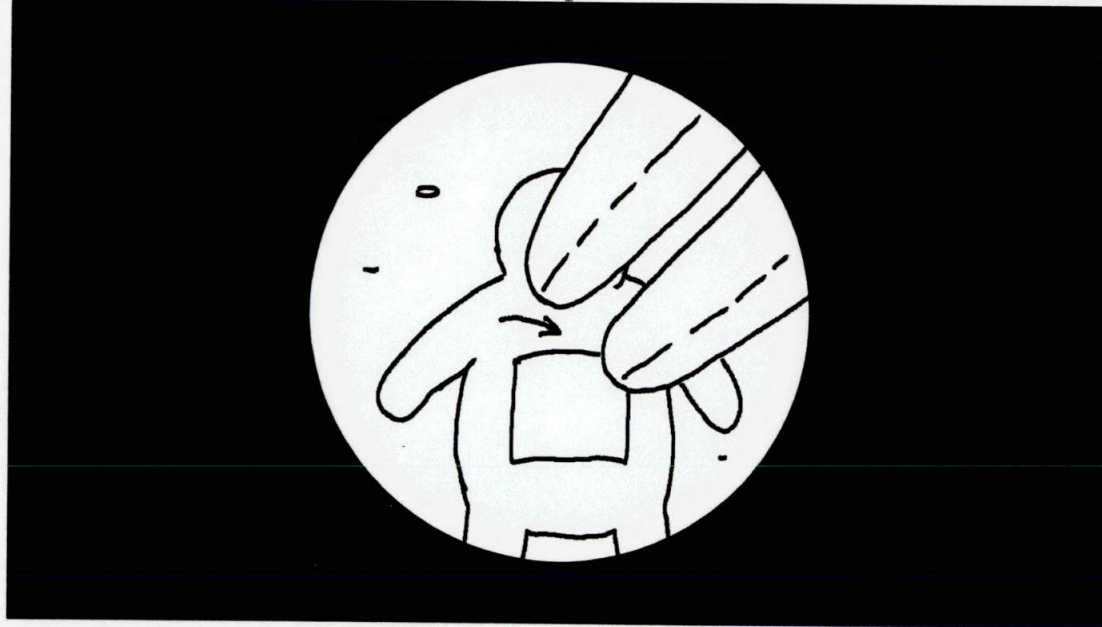
ADVENTURE TIME



Page 60

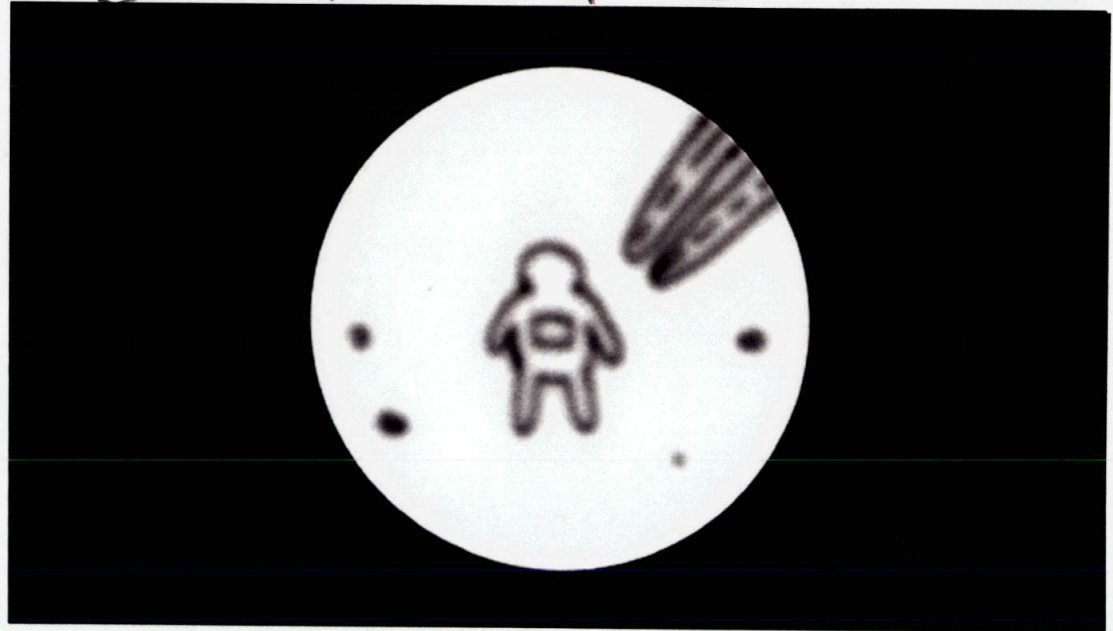
Sc. 50 cont Pnl. - P Bg.

day night



Sc. 50 cont Pnl. Q Bg.

day night



Dialog:	SFX: X CLICK X	SFX: Lens refocusing
Action:	-PB CLOSES HATCH.	-REFOCUS BLUR
Timing:	NOV 0 6 2014	

1025-204B

EPISODE #

1025/204B

Production :

1025/204B

1025/204B

ADVENTURE TIME

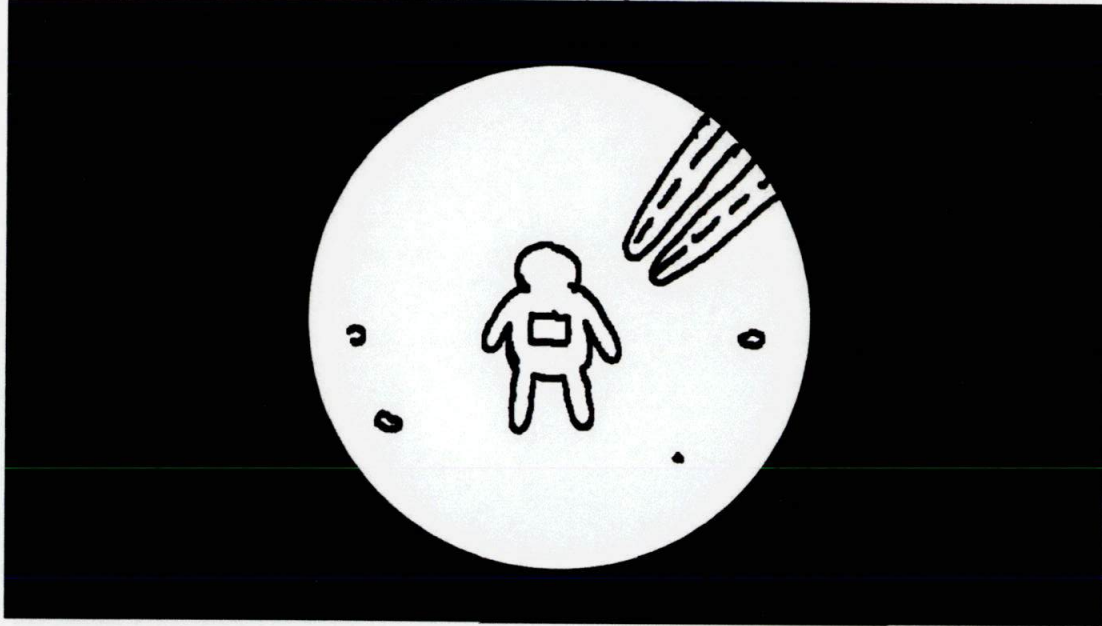
NO SC'S
51-52



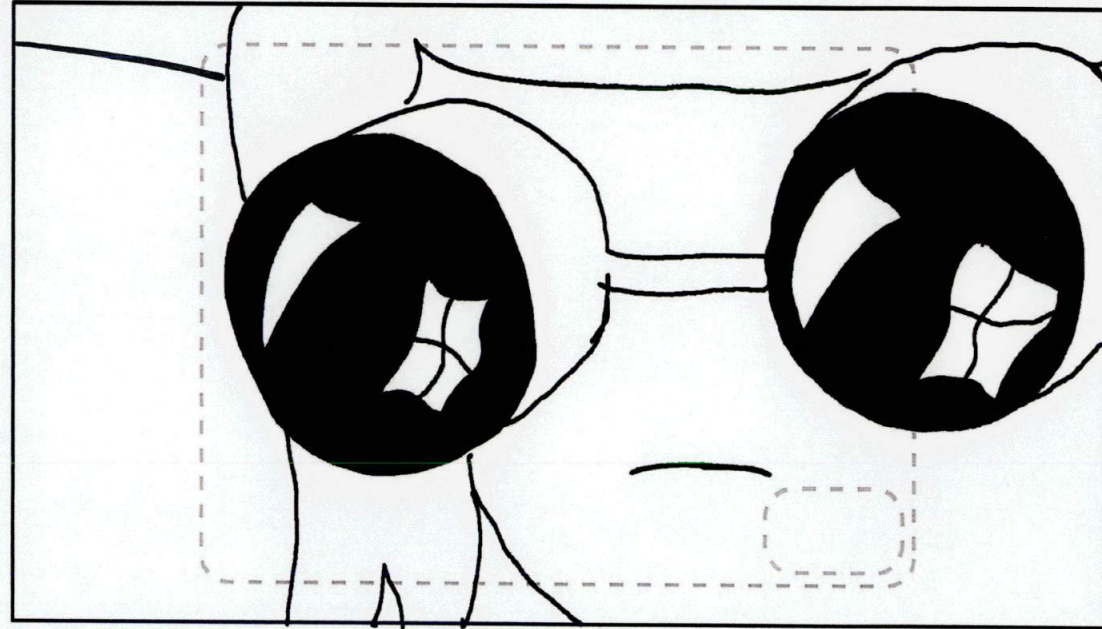
NO SC'S 51, 52

Page 61

Sc. 50 CONT Pnl. R Bg. day night



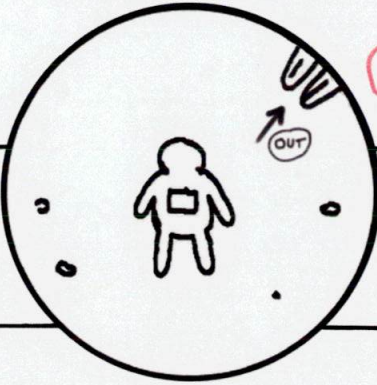
Sc. 53 Pnl. A Bg. day night



Dialog:

Action: - PB WATCHES INTENTLY.

Timing:



NOV 06 2011

EPISODE # 1025-204 B

Production :

1025/204 B

1025/204 B

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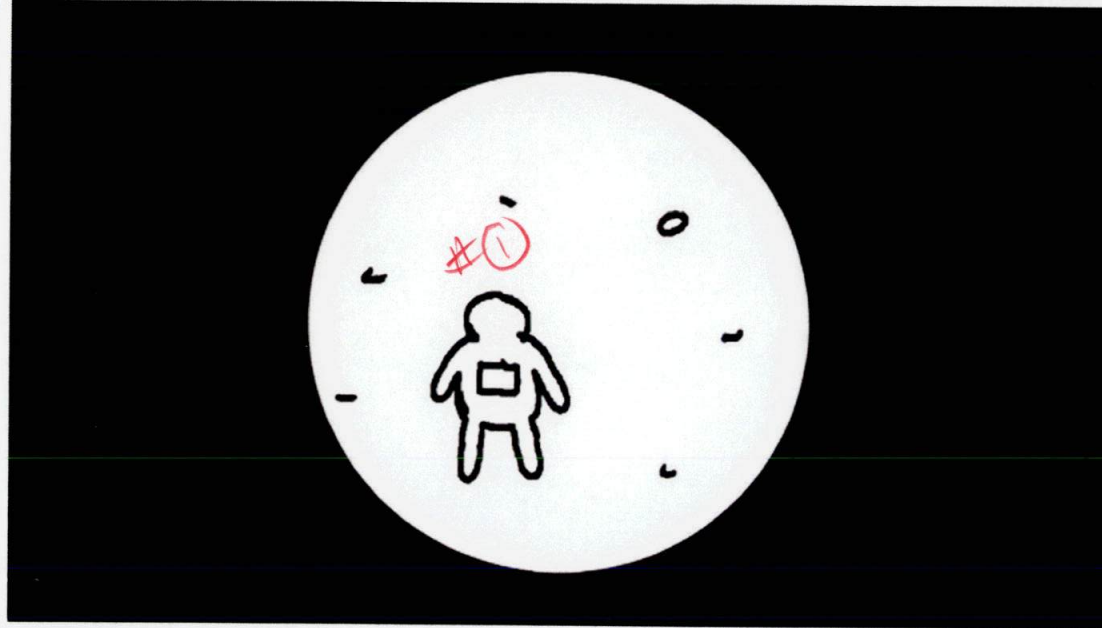
1025/204 B

ADVENTURE TIME

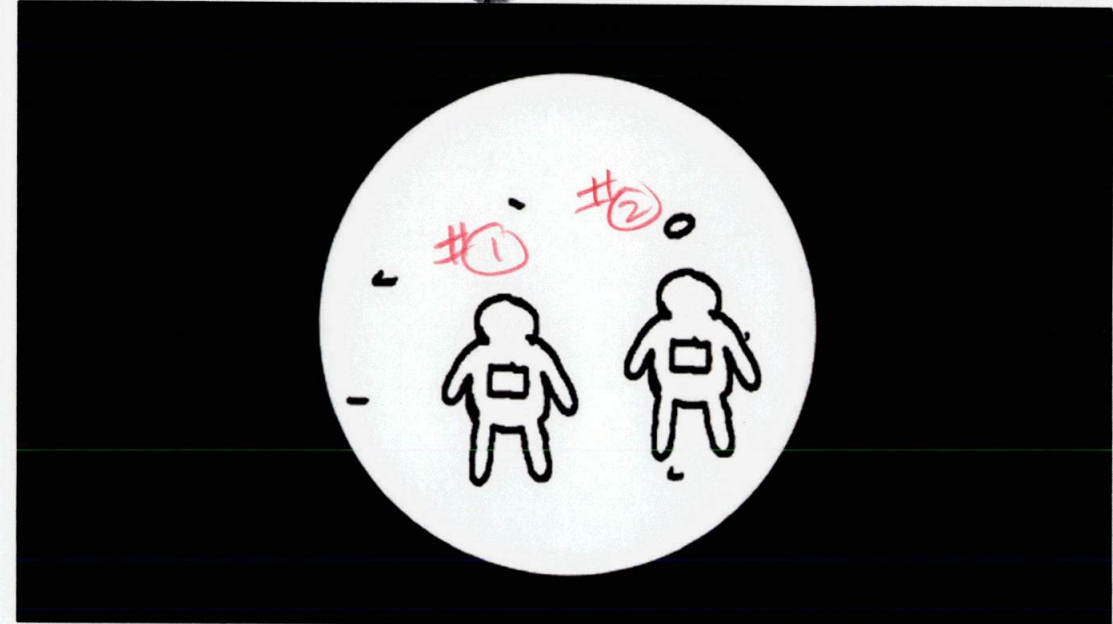


Page 62

Sc. 54 Pnl. A Bg. day night



Sc. 54 cont Pnl. B Bg. day night



Dialog:

SFX: *pop*

Action:

- ANOTHER NANITE POPS INTO EXISTENCE
NEXT TO FIRST NANITE.

NOV 06 2014

Timing:

1025-204B

EPISODE #

1025/204B

Production :

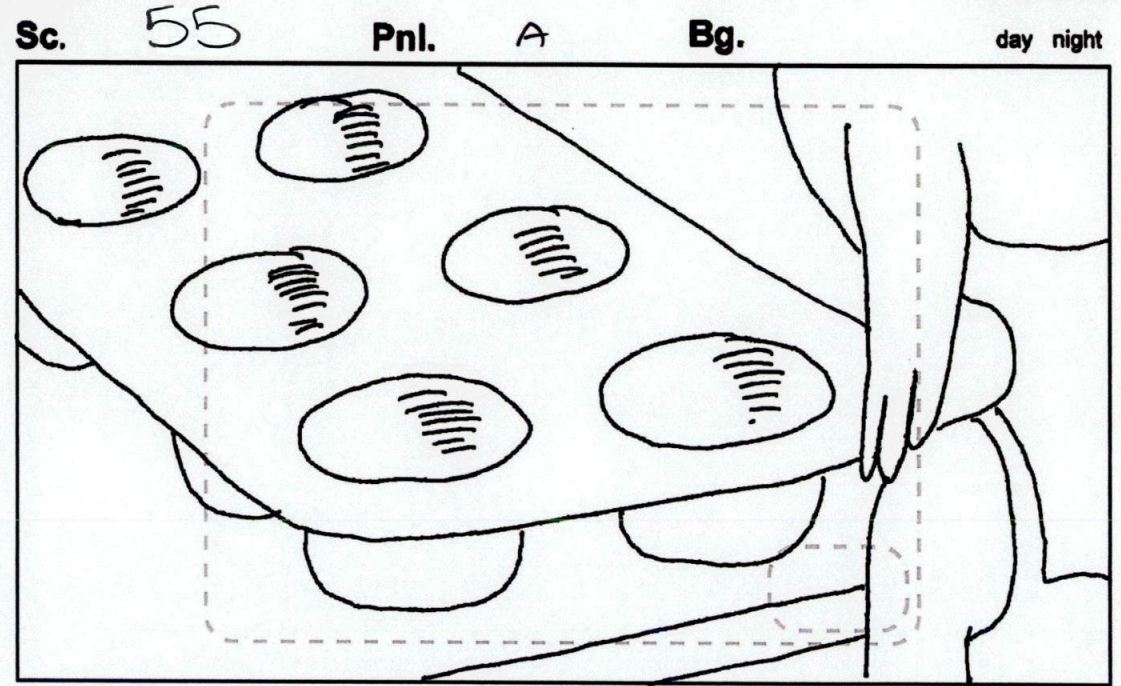
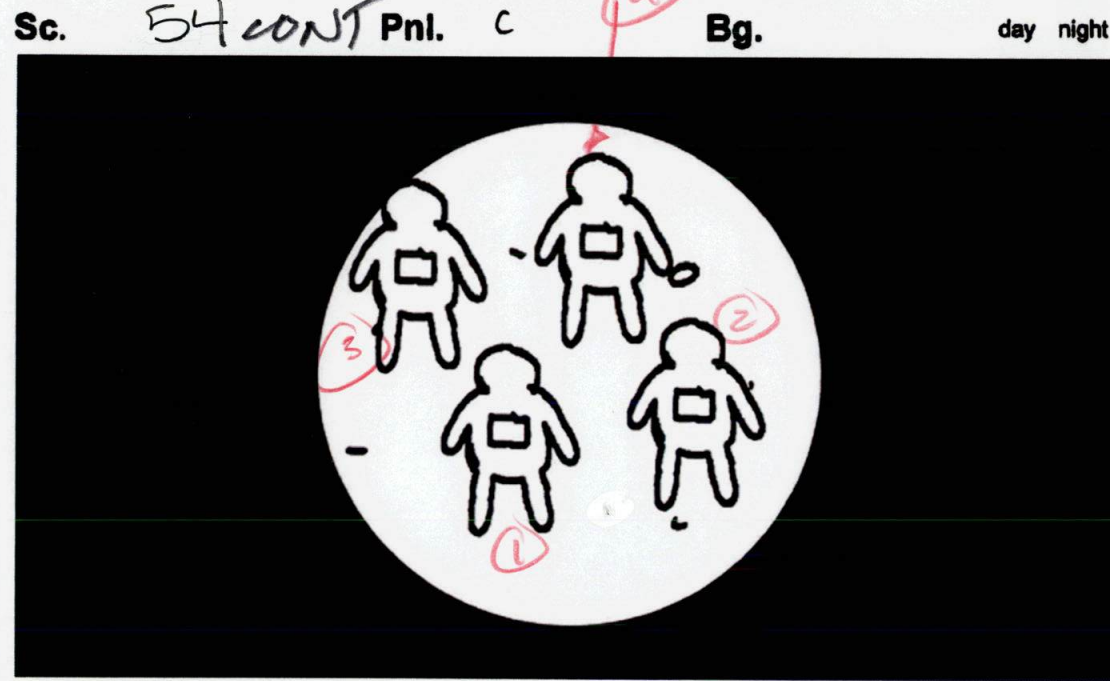
1025/204B

1025/204B

ADVENTURE TIME



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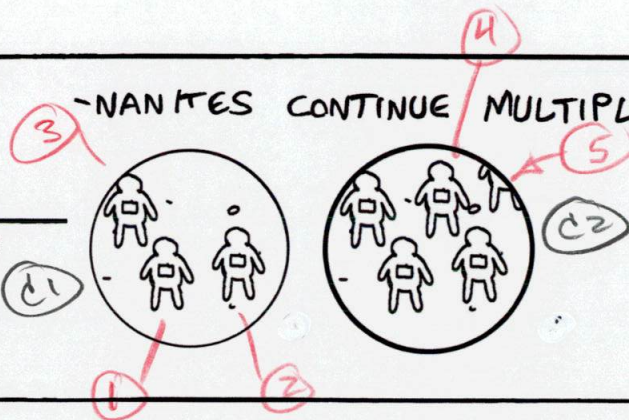


Dialog:

Action:

-NANITES CONTINUE MULTIPLYING.

Timing:



NOV 06 2014

1025-204B

EPISODE #

Production :

1025/204B

1025/204B

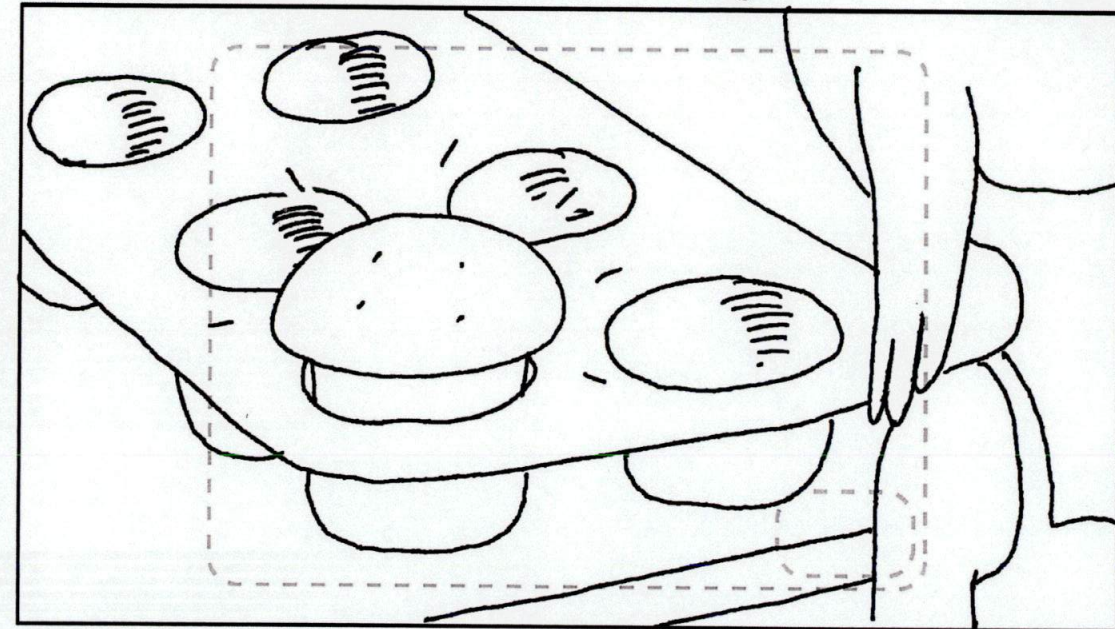
1025/204B

ADVENTURE TIME

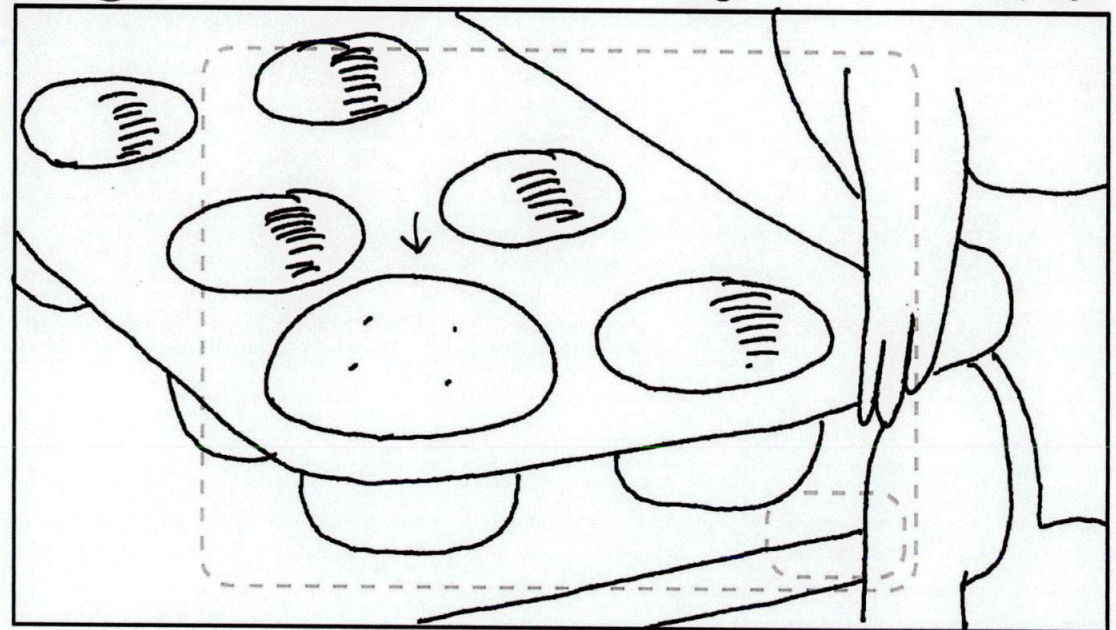


Page 64

Sc. 55 CONT Pnl. B Bg. day night



Sc. 55 CONT Pnl. C Bg. day night



Dialog:

6FX **PAP**

Action:

- FULL-SIZE MUFFIN POPS INTO EXISTENCE

- MUFFIN SETTLES.

NOV 08 2014

Timing:

Production :

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1025/204B

1025/204B

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1025/204B

1025/204B



ADVENTURE TIME

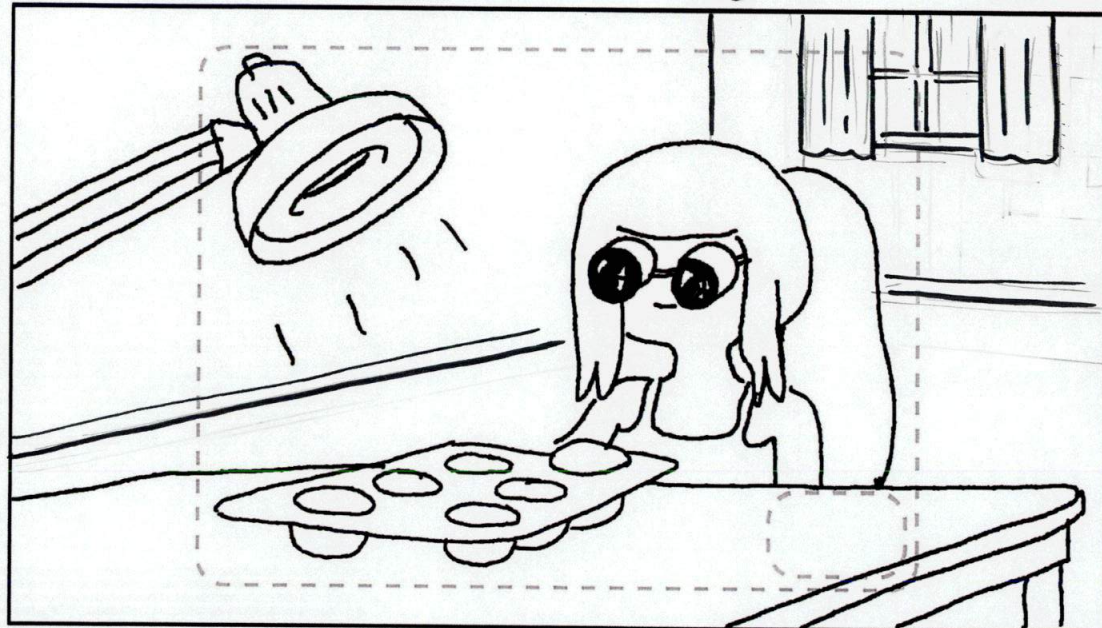
Page 605

Sc. 56

Pnl. A

Bg.

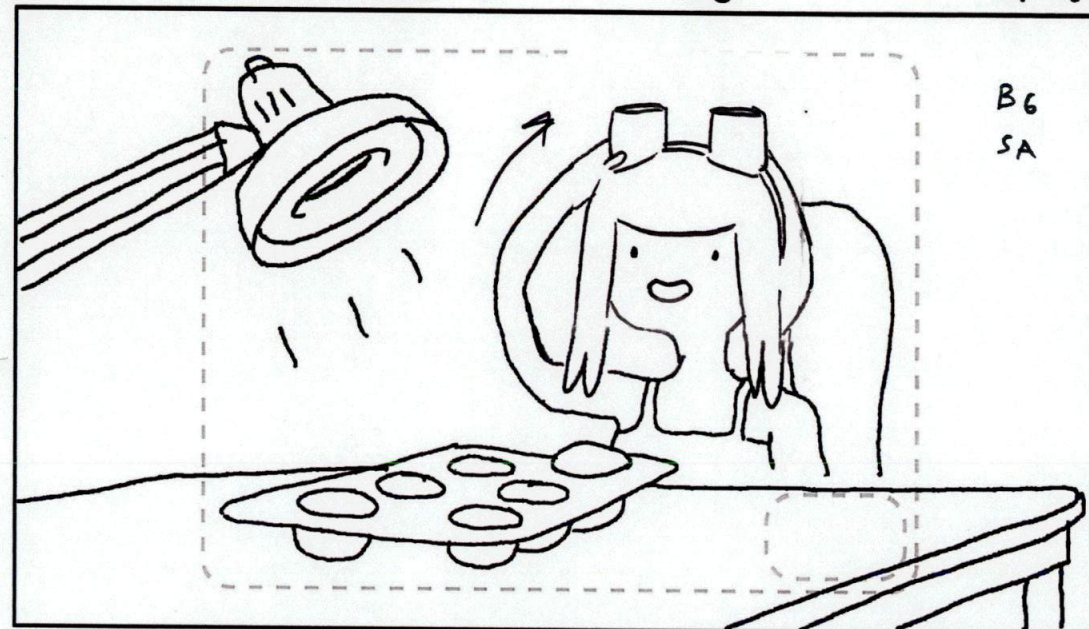
day night



Sc. 56 CONT Pnl. B

Bg.

day night



Dialog:

PB NANITES!

Action:

- PB PULLS UP GOGGLES.

Timing:

NOV 06 2014

Production :

1025-204B

EPISODE #

1025/204B

1025/204B



ADVENTURE TIME

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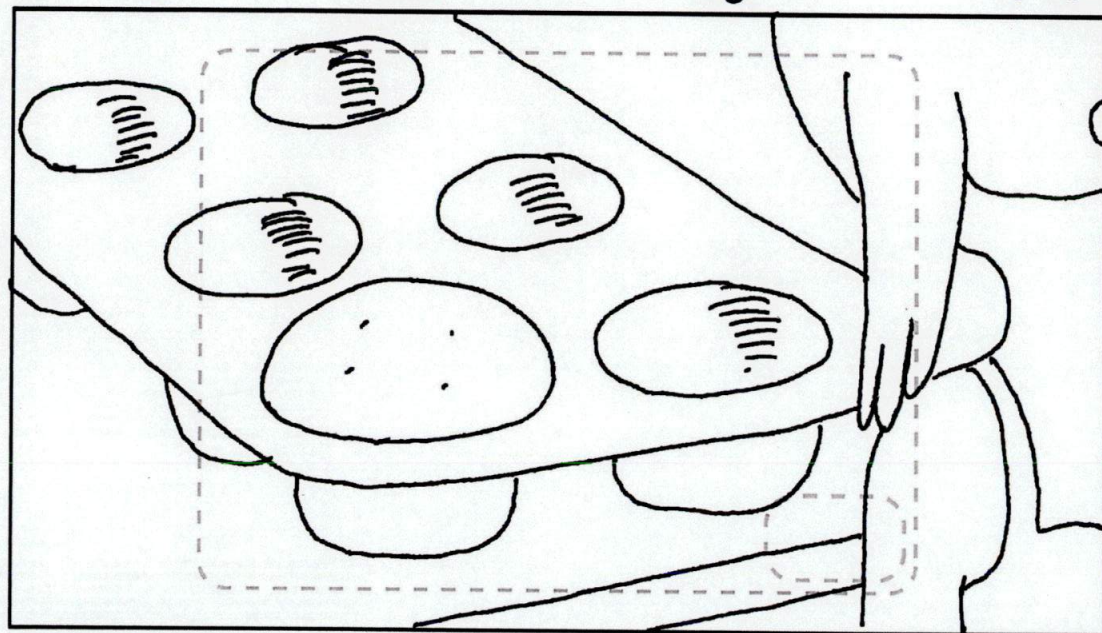
*Hu
Cut*

Sc. 57

Pnl. A

Bg.

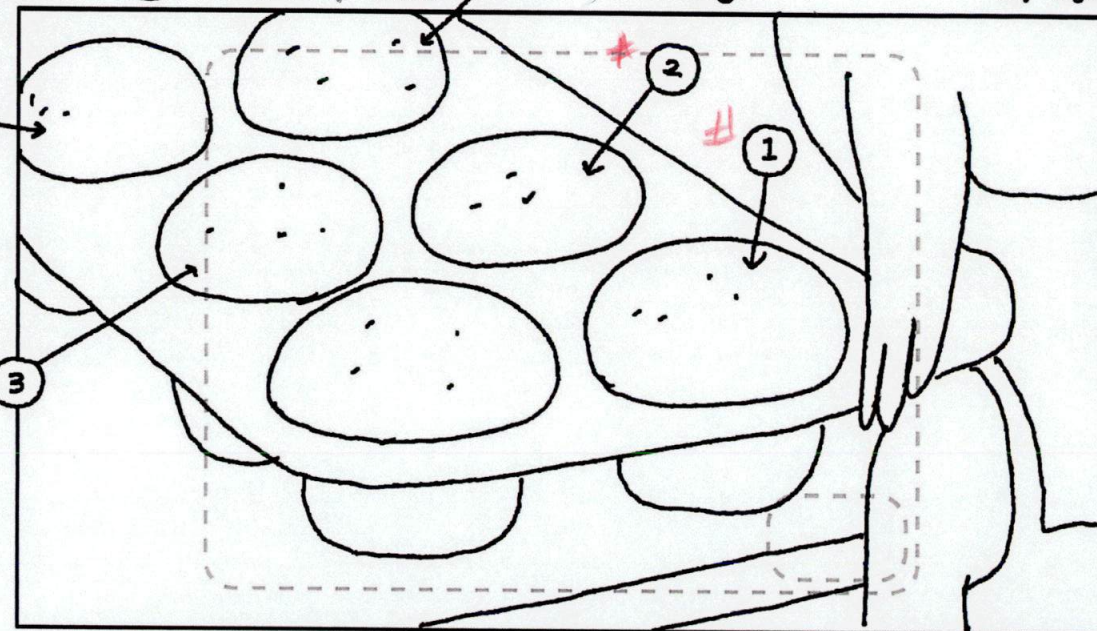
day night



Sc. 57 CONT Pnl.

Bg.

day night



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*Hu
Cut*

1025-204B

EPISODE #

1025/204B

Dialog:

Action:

Timing:

(SFX) PAP PAP PAP
PAP PAP

- 5 MORE MUFFINS
RAPIDLY FORM

NOV 06 2014

Production :

1025/204B

NO CUT

ADVENTURE TIME

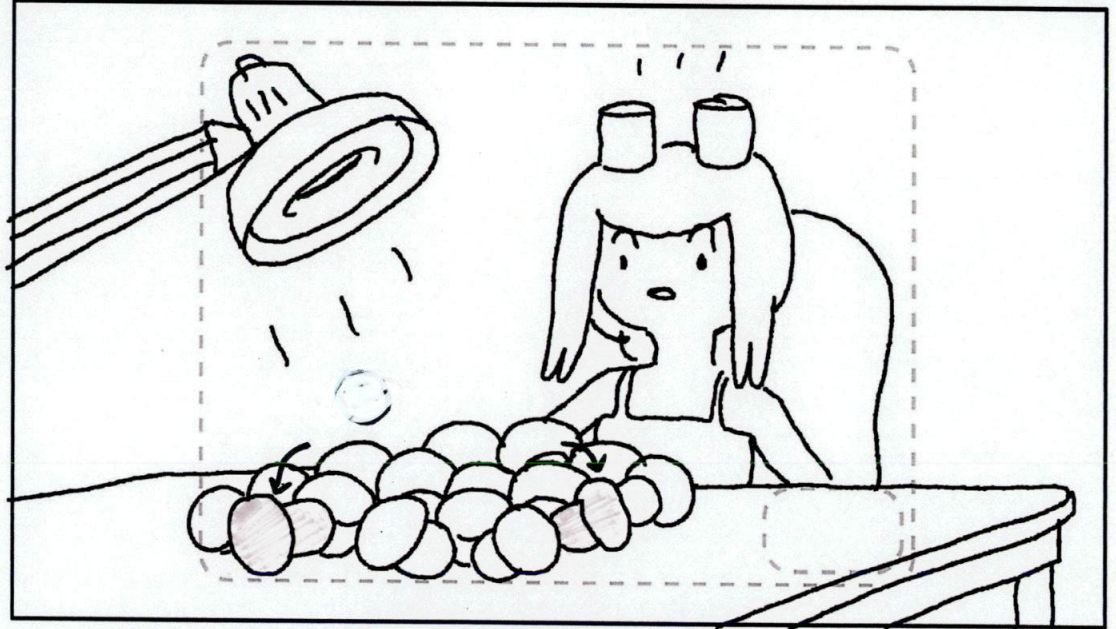


Page 67

Sc. 58 Pnl. A Bg. day night



Sc. 58 CONT Pnl. B Bg. day night



Dialog:

(PB) WAIT.
HOLD IT.

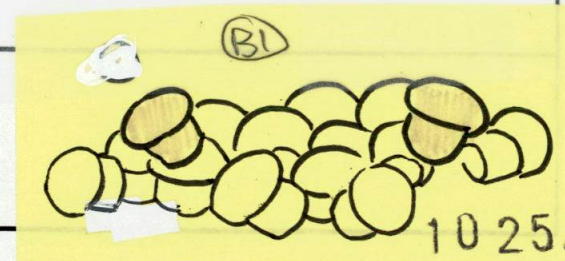
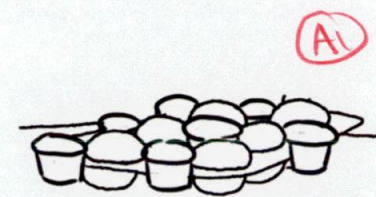
(SFX) — **PAP** —

Action:

NOV 06 2014

— MUFFIN TIN TURNS TO MUFFINS.

Timing:



1025-204B

EPISODE #

1025/204B

Production :

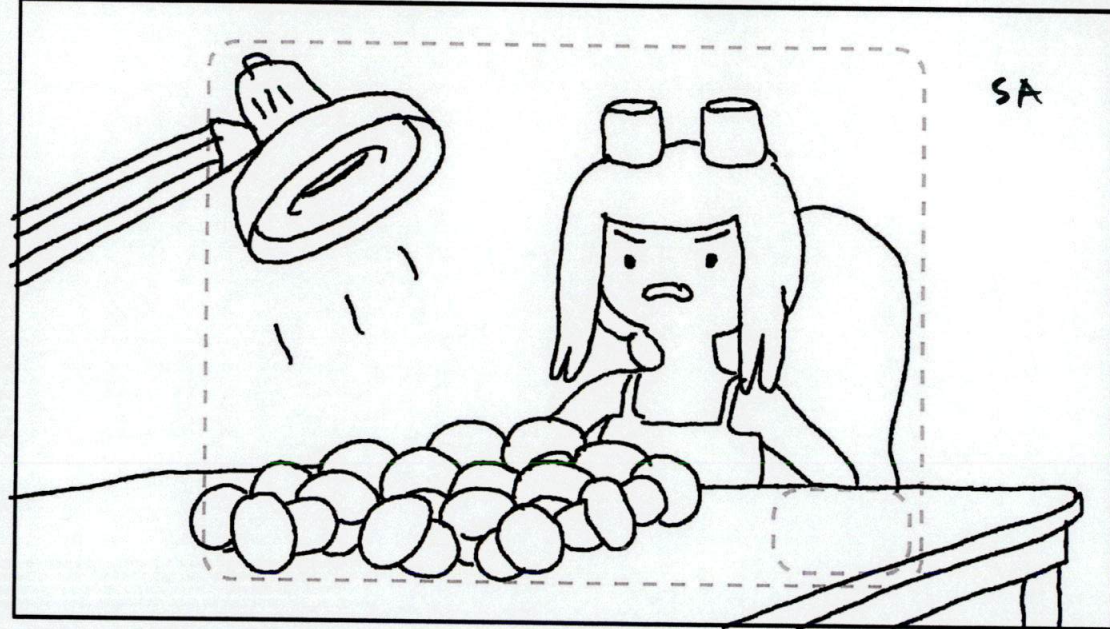
1025/204B

ADVENTURE TIME

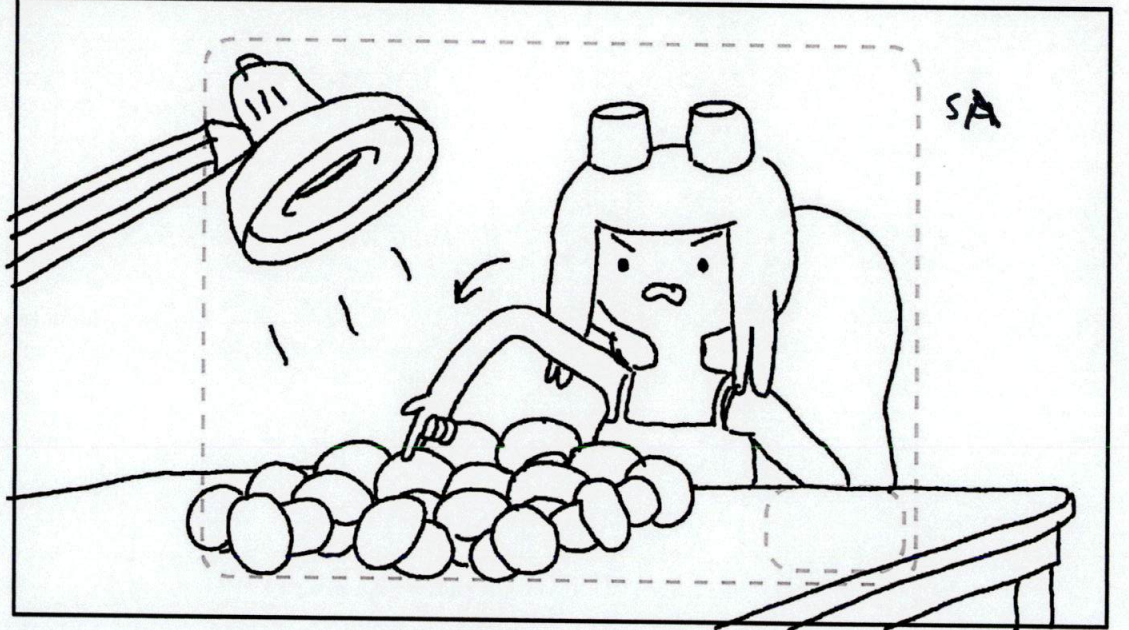


Page 68

Sc. 58 CONT Pnl. C Bg. day night



Sc. 58 CONT Pnl. D Bg. day night



Dialog:	<p>(PB) STOP MAKING MUFFINS !!!</p> <p>(PB) NANITE, STOP!</p>
Action:	<p>ORDER</p>
Timing:	<p>NOV 06 2014</p>

Handwritten: 1025/204B

EPISODE # 1025-204B

1025/204B

Production :

1025/204B

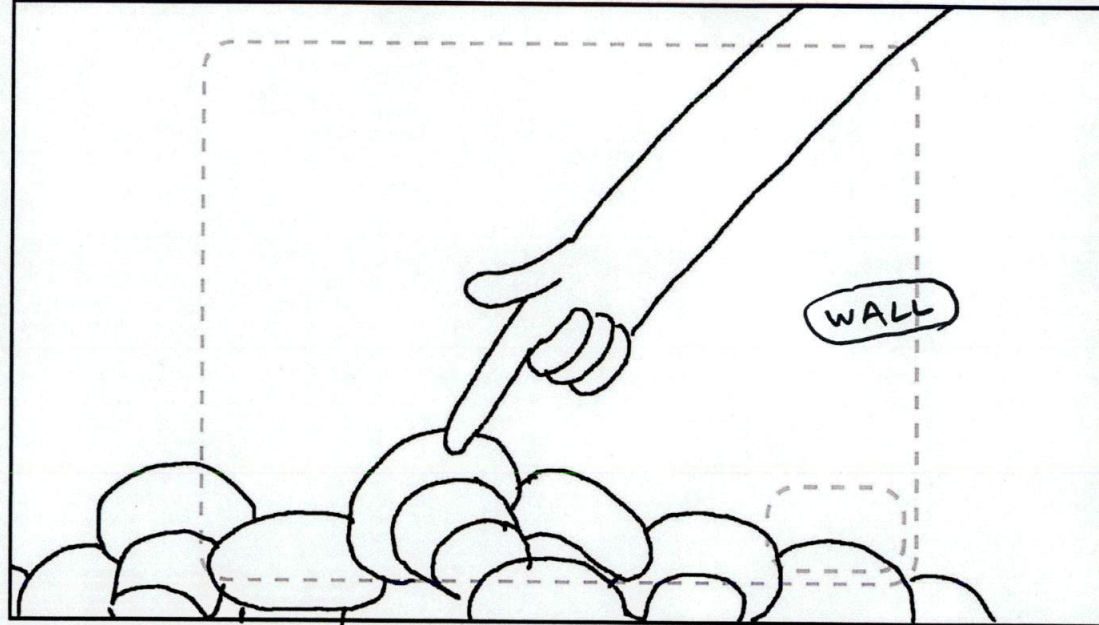
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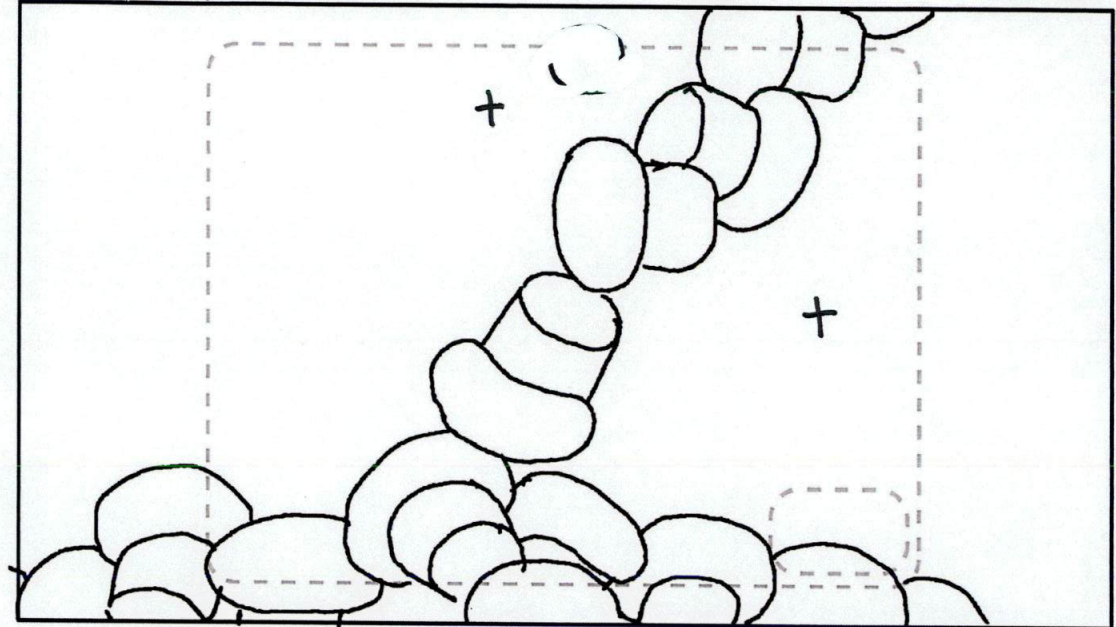
ADVENTURE TIME

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Sc. 59 Pnl. A Bg. day night



Sc. 59 CONT Pnl. B Bg. day night



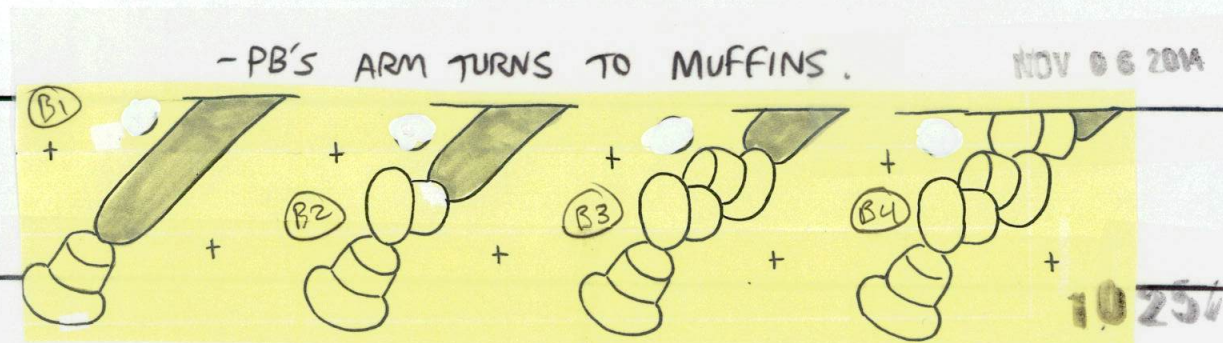
Dialog:

STOP!

Action:

PAP PAP PAP
PAP PAP

Timing:



-PB'S ARM TURNS TO MUFFINS.

NOV 06 2014

1025-204B

EPISODE #

Production :

1025/204B

1025/204B

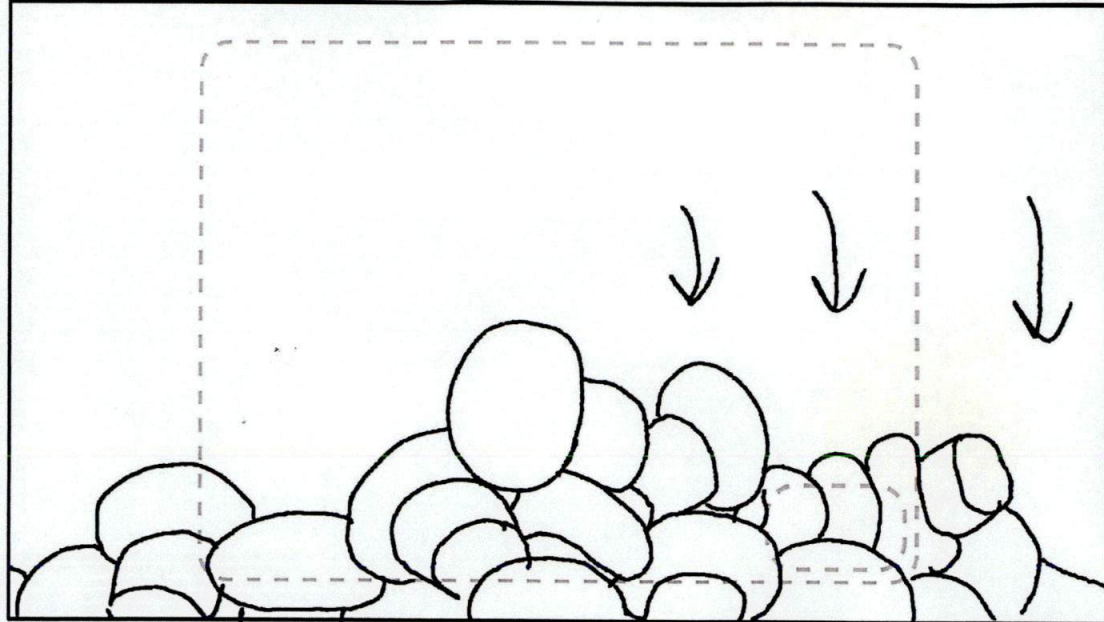
ADVENTURE TIME



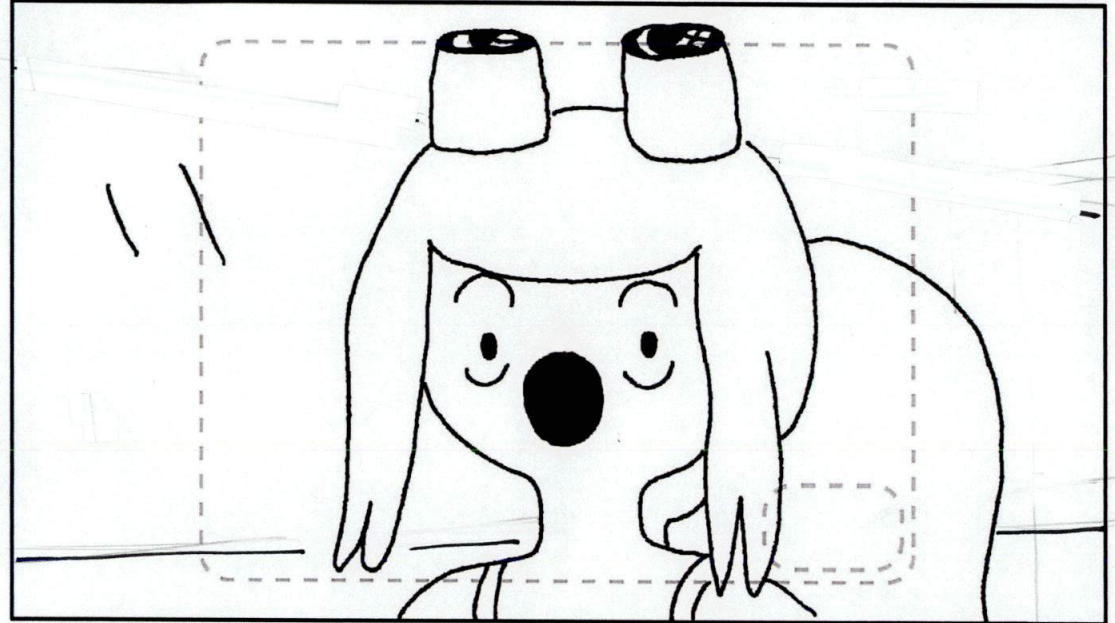
Cut

Page 70

Sc. 59 CONT Pnl. C Bg. day night



Sc. 60 Pnl. A Bg. day night

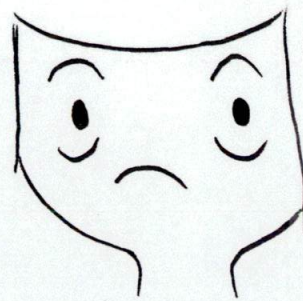


Dialog:

Action:

- MUFFIN-ARM COLLAPSES.

Timing:



(AI) (PB) A A A A!

NOV 06 2014

1025-204 B

EPISODE #

1025/204 B

Production :

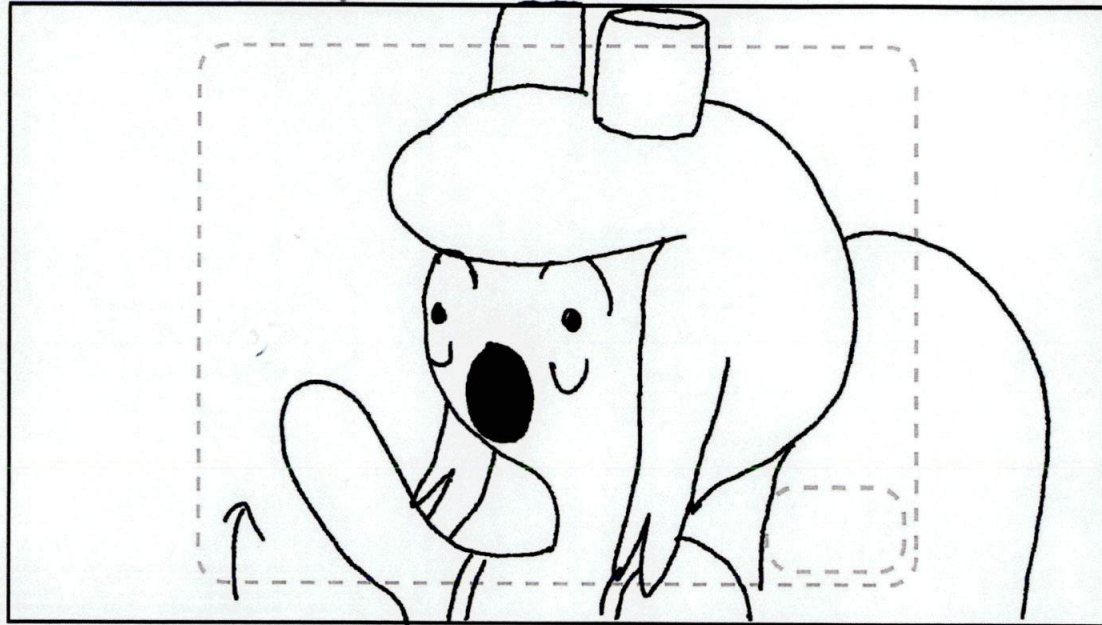
1025/204 B



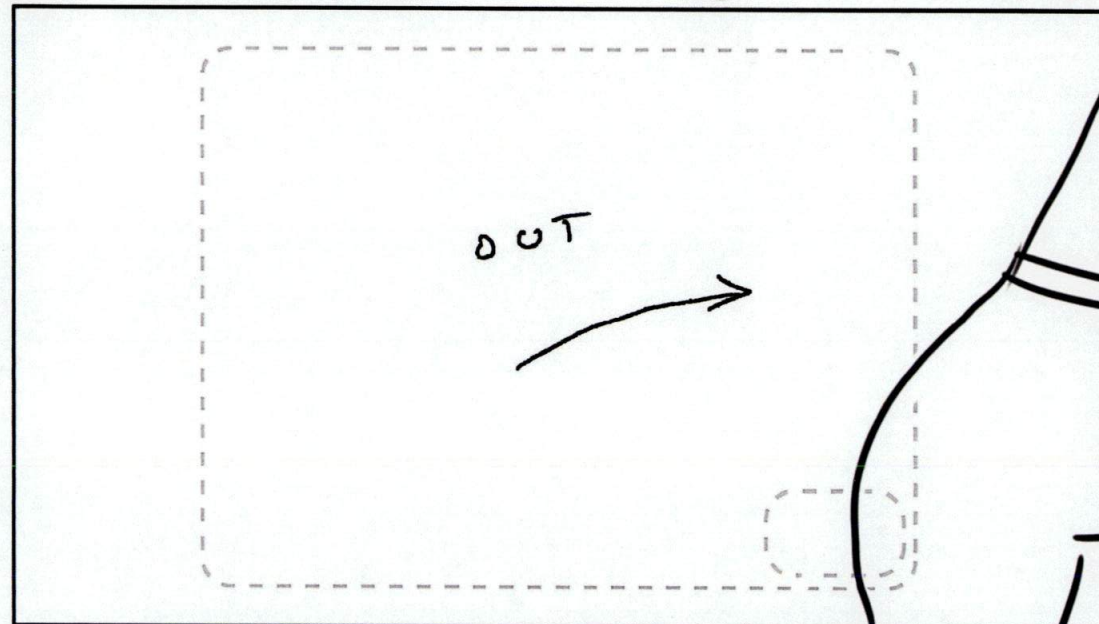
ADVENTURE TIME

Page 71

Sc. 60 CONT Pnl. B Bg. day night



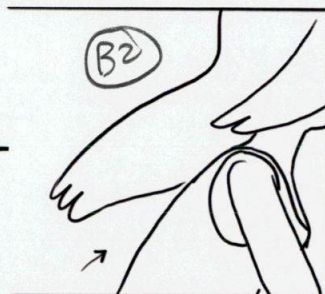
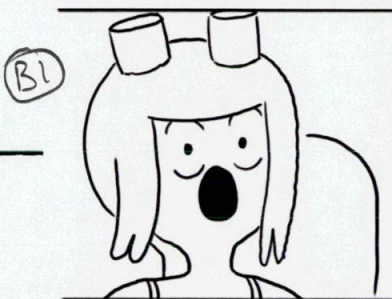
Sc. 60 CONT Pnl. C Bg. day night



Dialog:

(PB) A A A A !

Action:



-PB TURNS AND RUNS OFF/S

NOV 06 2014

Timing:

Cut

EPISODE # 1025-204B

1025/204B

Production :

1025/204B

1025/204B

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ADVENTURE TIME

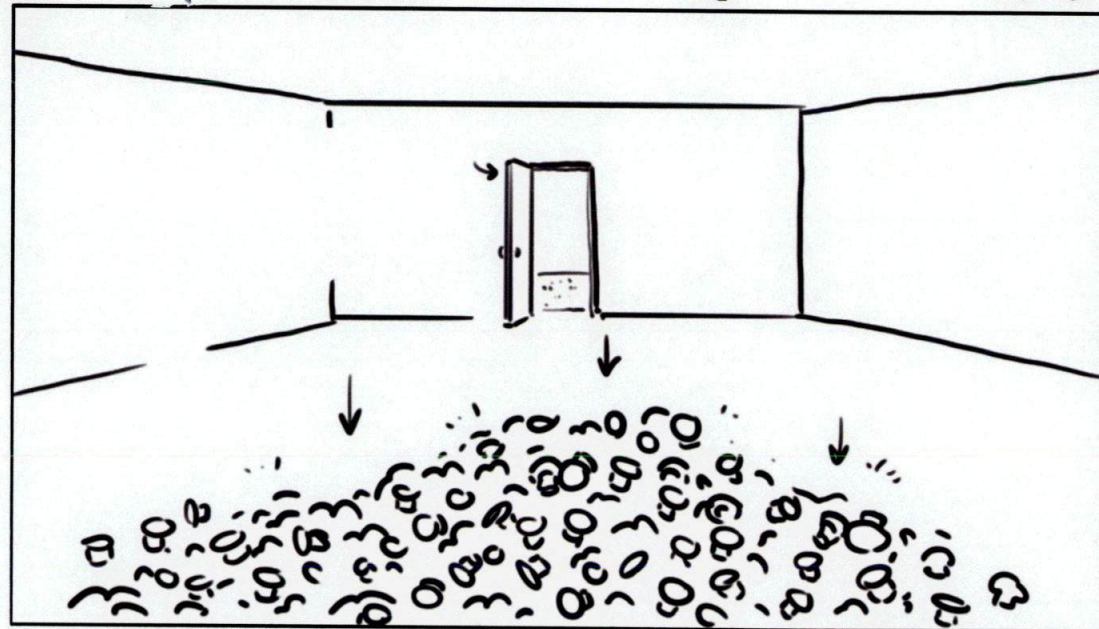


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Sc. 61 Pnl. A Bg. day night



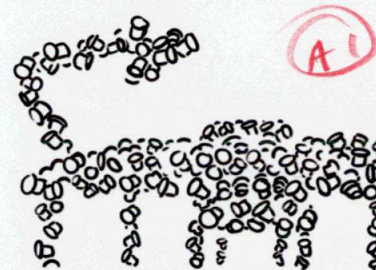
Sc. 61 cont Pnl. B Bg. day night



Dialog:

PAP

Action:

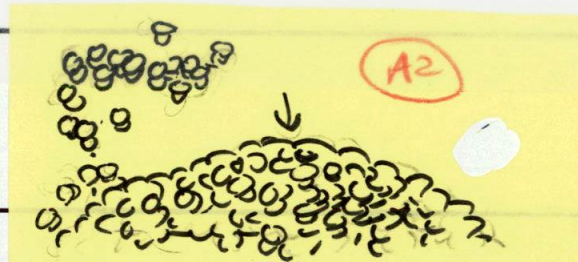


- DOOR SWINGING
- TABLE TURNS TO MUFFINS.

MUFFIN POPS, LIKE THE
LAST KERNEL OF POPCORN.

NOV 06 2014

Timing:



EPISODE # 1025-204B

1025/204B

Production :

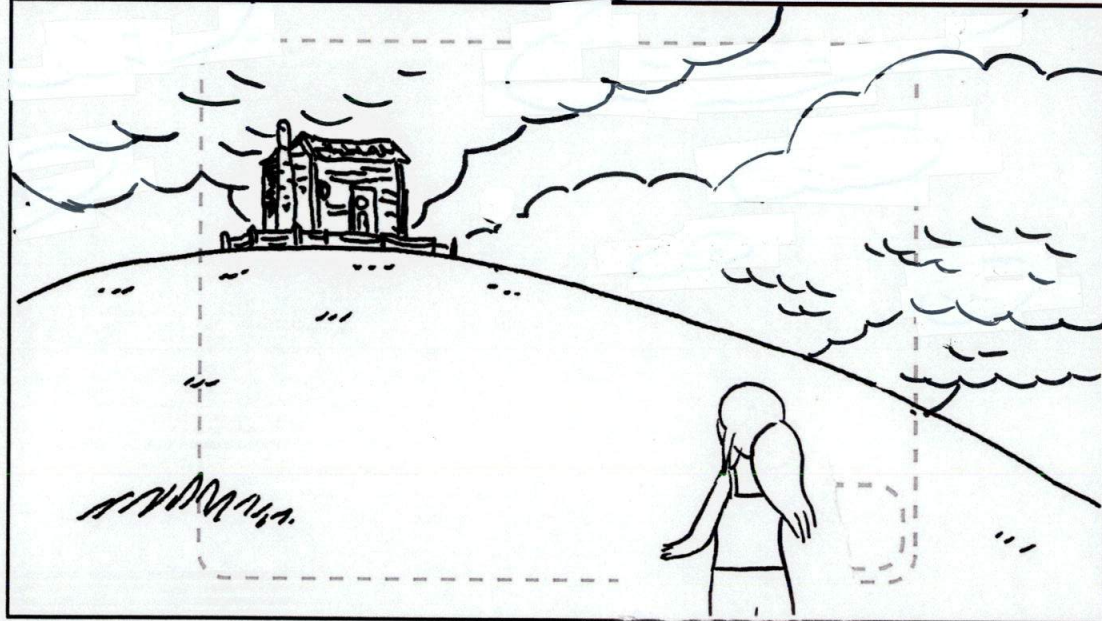
1025/204B



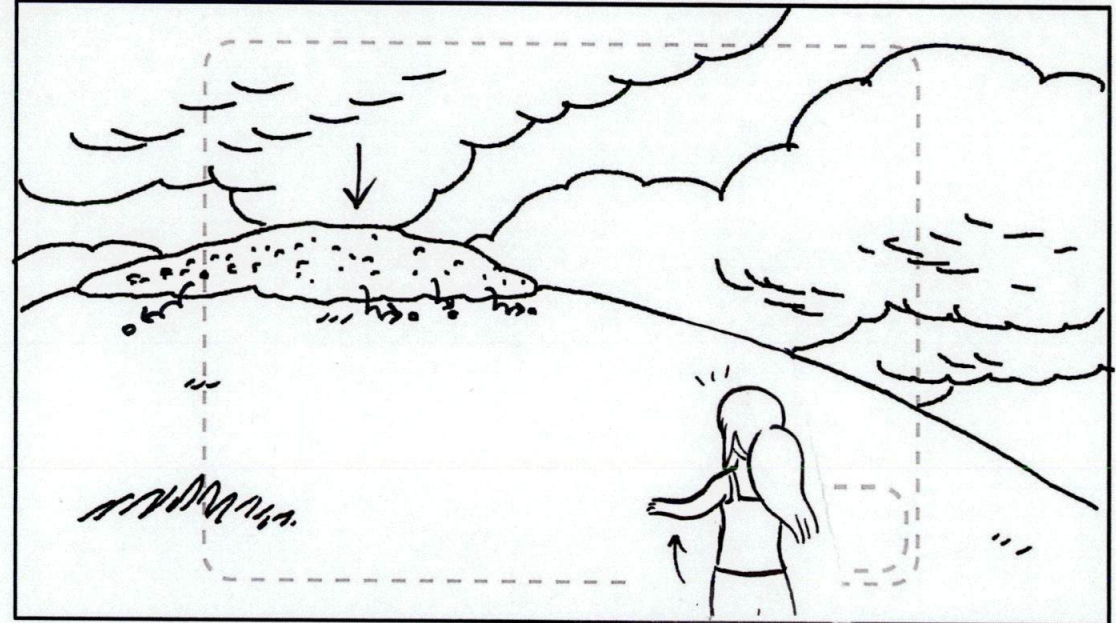
ADVENTURE TIME

Page 73

Sc. 62 Pnl. A Bg. day night



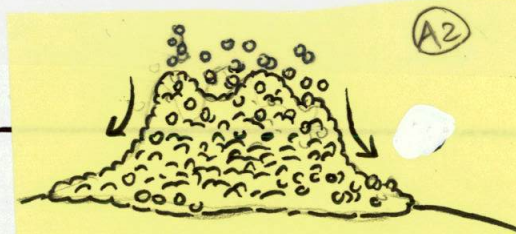
Sc. 62 cont Pnl. B Bg. day night



Dialog:

SFX: PAFPAFPAF!

Action:



-CABIN COLLAPSES INTO MUFFINS

NOV 06 2014

Timing:

EPISODE # 1025-204B

Production :

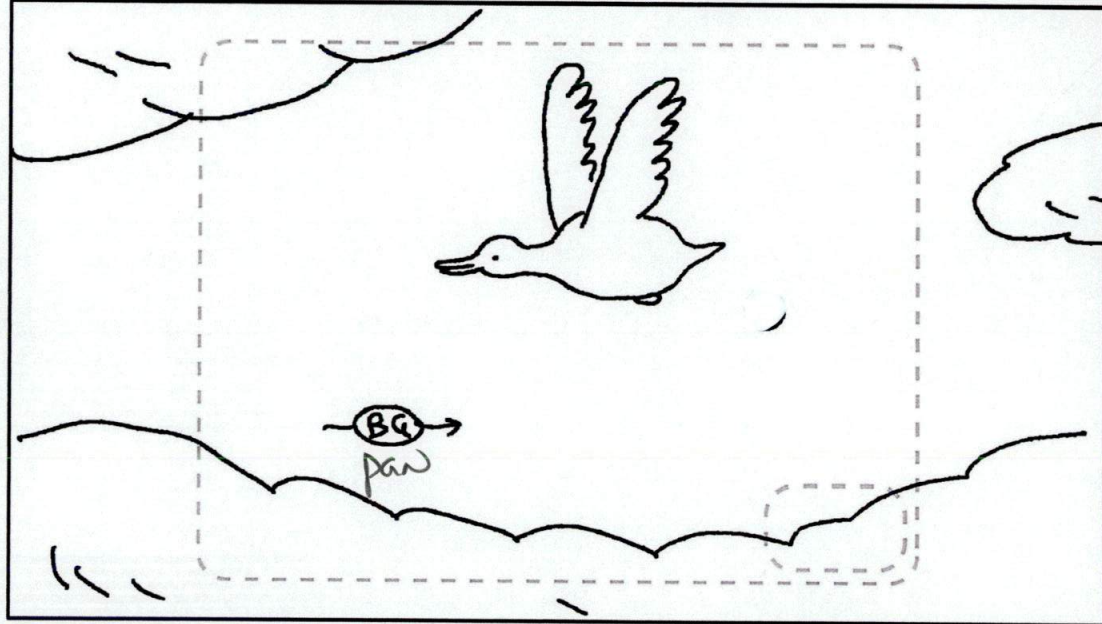
1025/204B

ADVENTURE TIME

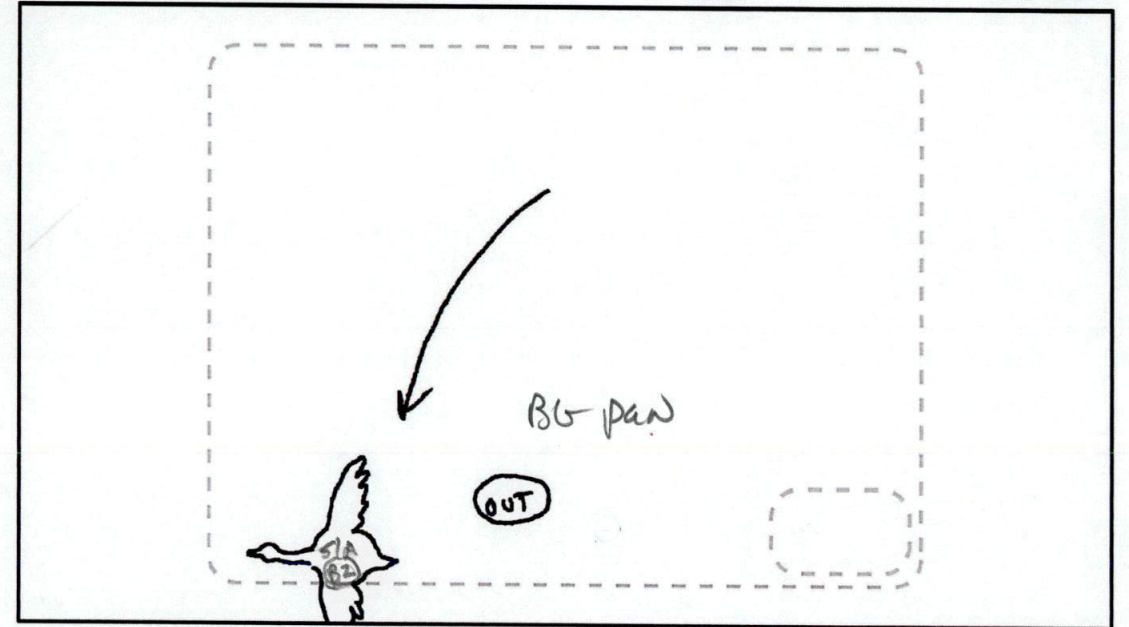


Page 74

Sc. 63 Pnl. A Bg. day night



Sc. 63 cont Pnl. B Bg. day night

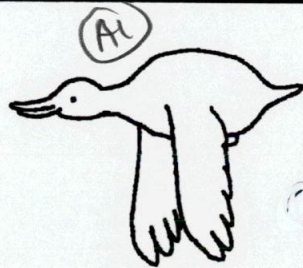


Dialog:

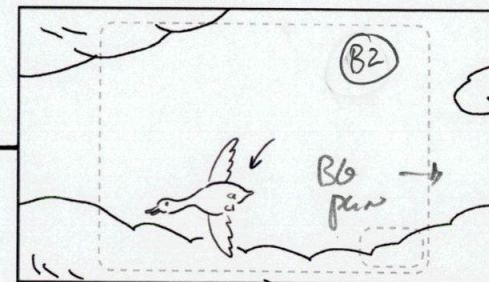
① HONK!

Action:

DUCK
FLYING.



Timing:



NOV 06 2014

Production :

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1025/204B

1025/204B

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1025/204

ADVENTURE TIME

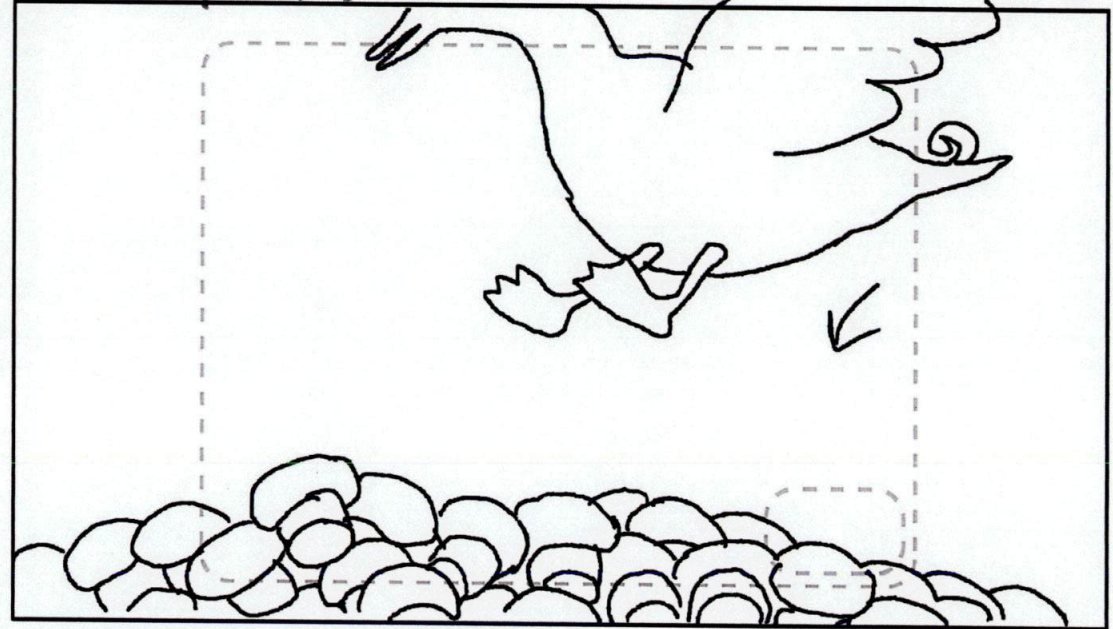


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Sc. 64 Pnl. A Bg. day night



Sc. 64 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:

NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

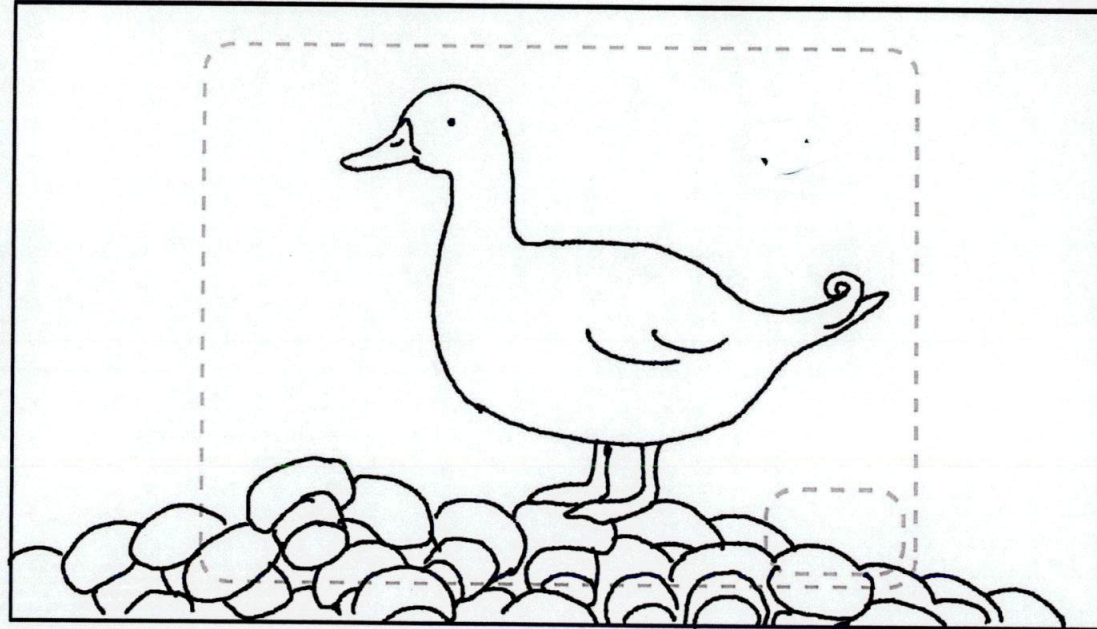
1025/204B

ADVENTURE TIME

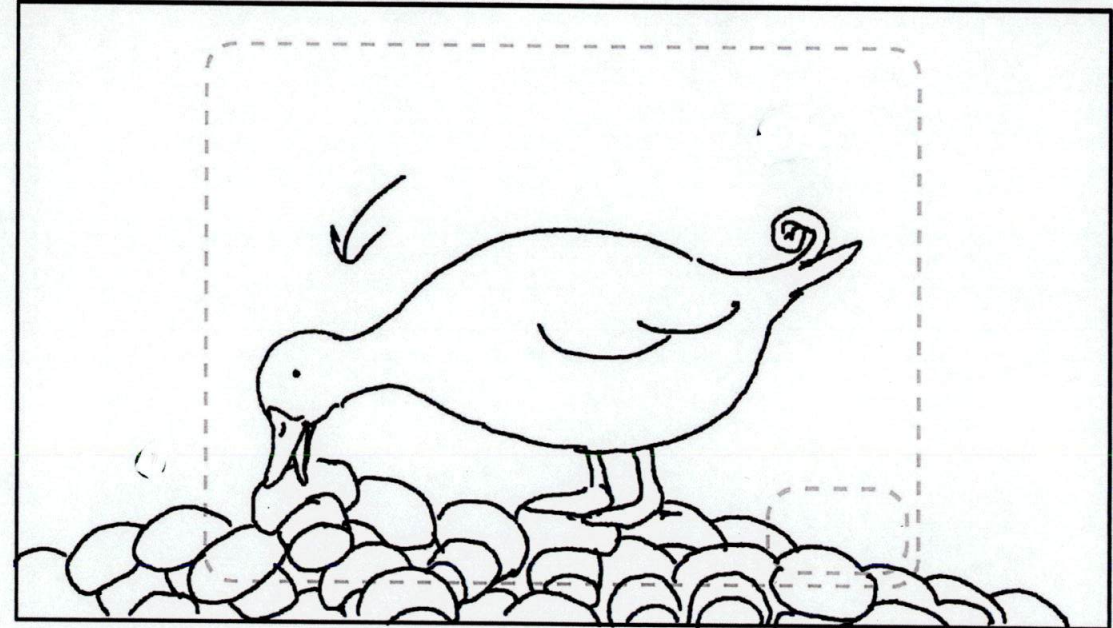


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Sc. 64 CONT Pnl. C Bg. day night



Sc. 64 CONT Pnl. D Bg. day night



Dialog:

SFX: *quack quack*

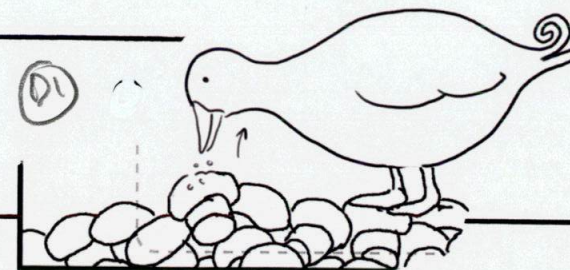
Action:

-DUCK ALIGHTS.

-DUCK PECKS

Timing:

NOV 0'6 2014



EPISODE # 1025-204B

1025/204B

Production :

1025/204B

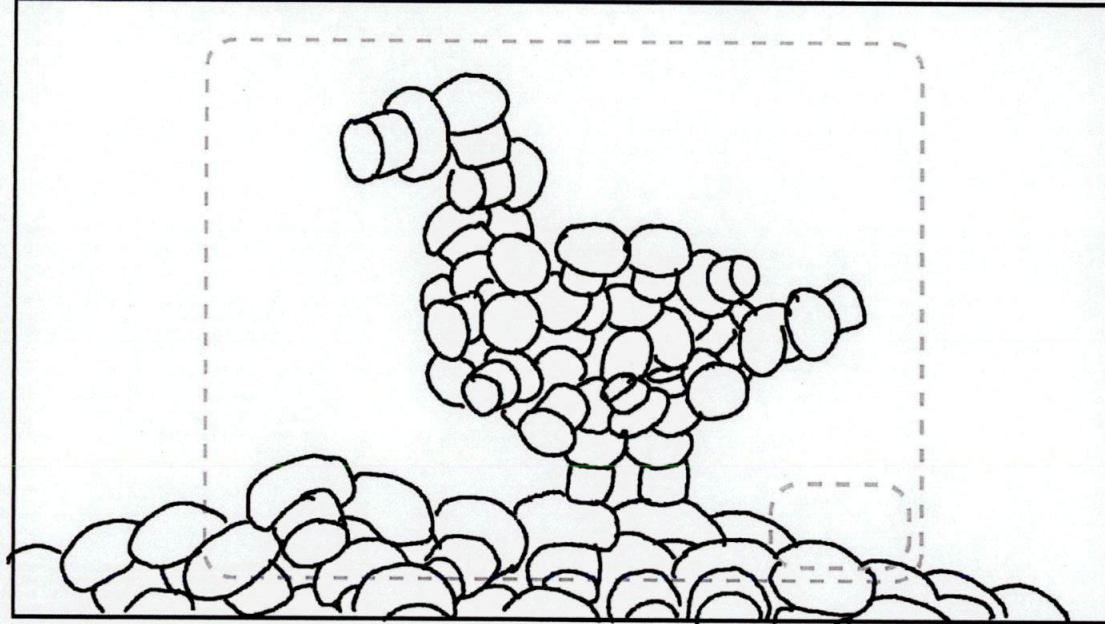
1025/204B

ADVENTURE TIME

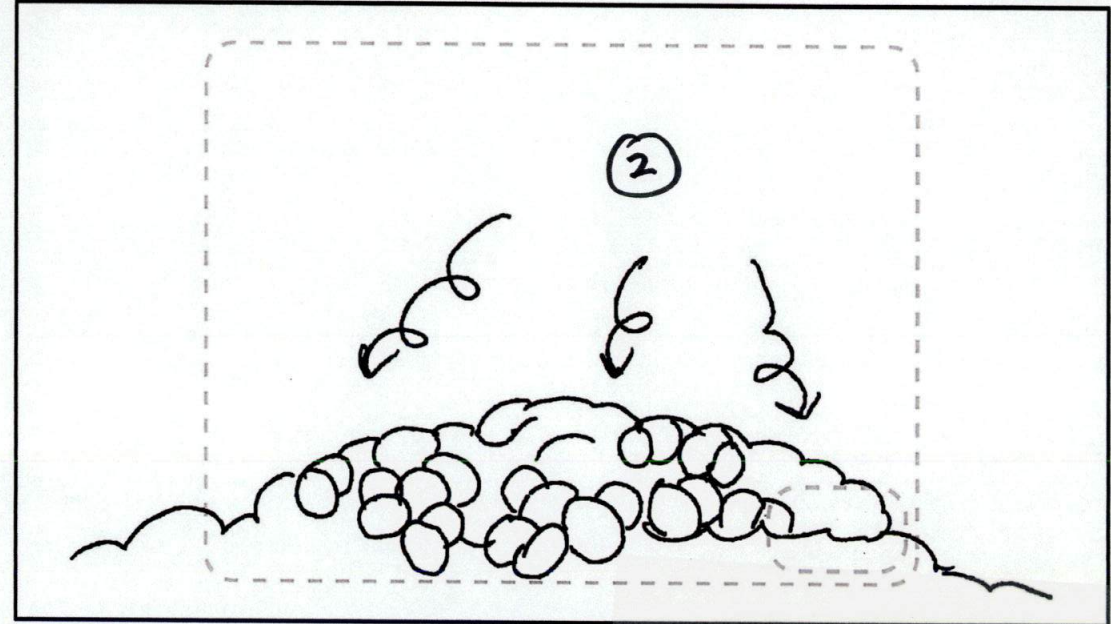


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Sc. 64 CONT Pnl. E Bg. day night



Sc. 64 CONT Pnl. F Bg. day night



Handwritten: Hu Cut

EPISODE # 1025-204B

1025/204B

1025/204B

Dialog:

SPK - **PAP** -

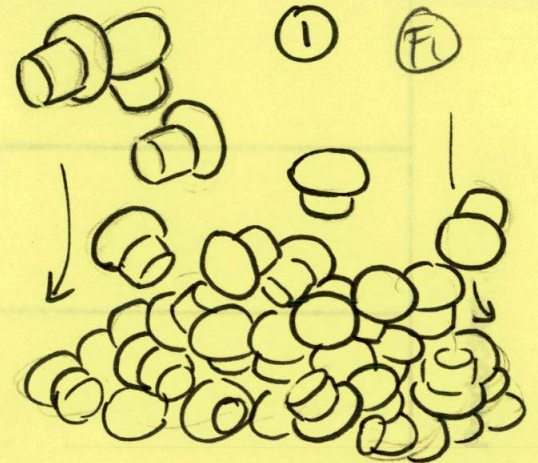
Action:

- DUCK TRANSFORMS INTO MUFFINS.

- MUFFINS COLLAPSE.

Timing:

NOV 06 2014



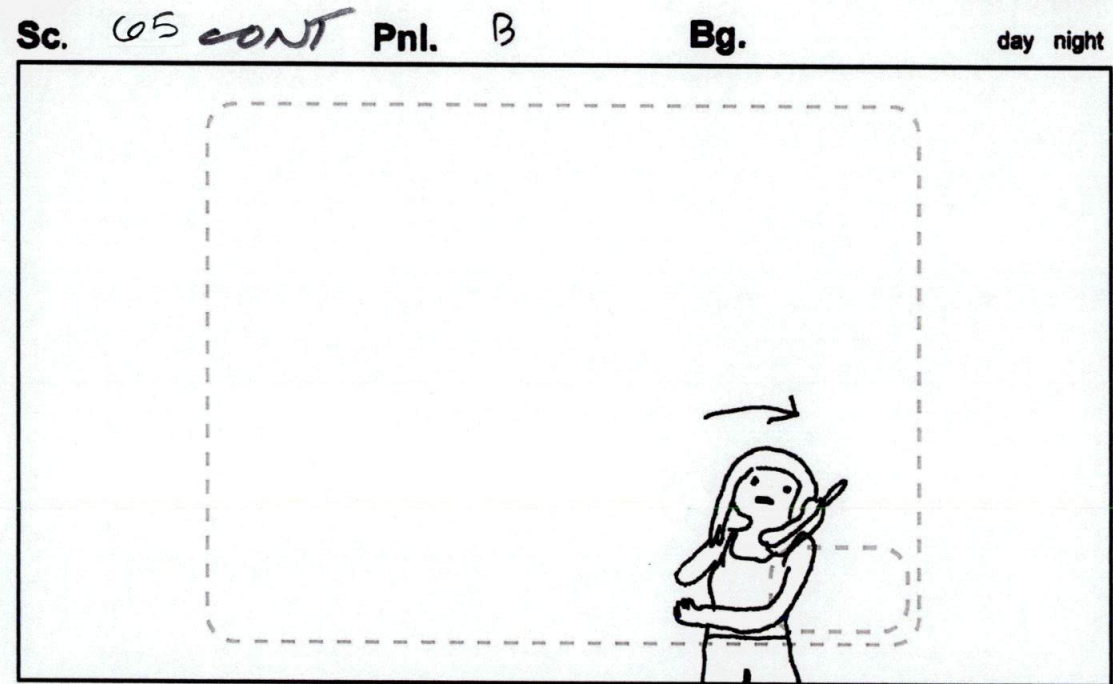
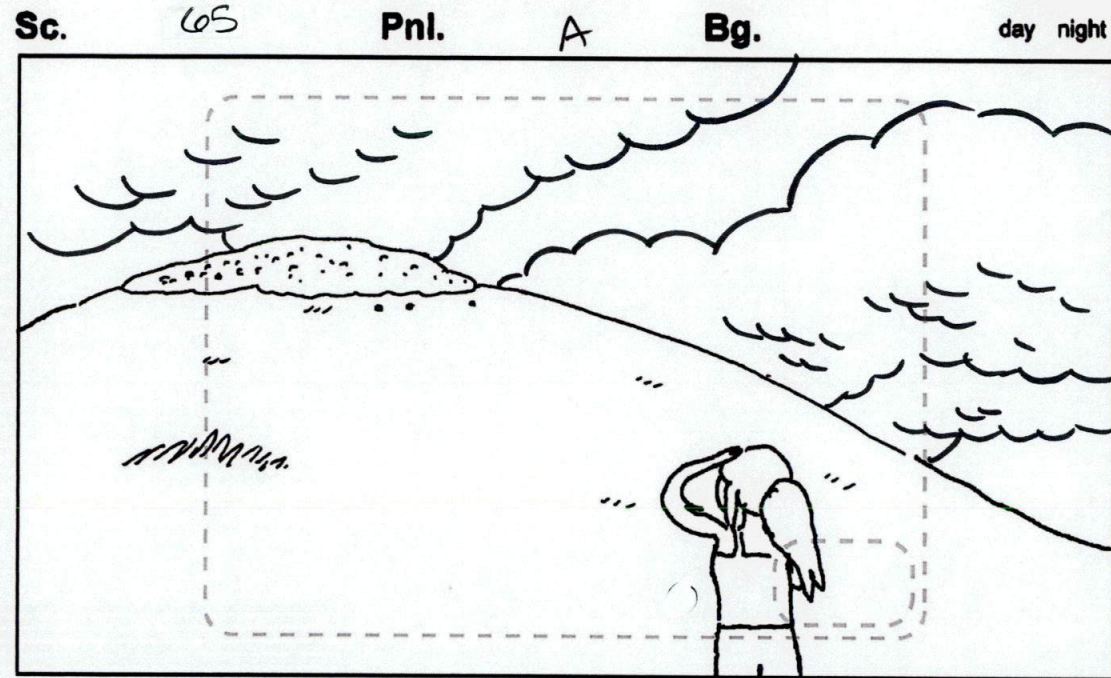
1025/204B

1025/204B

ADVENTURE TIME



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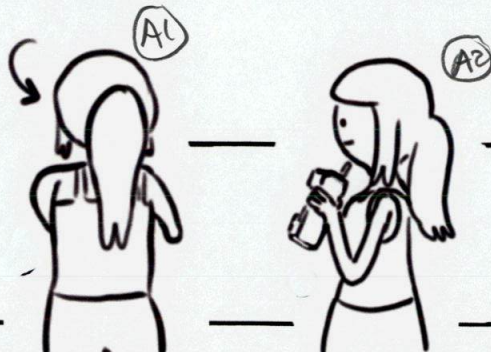
Dialog:

SFX : PHONE RINGING :

Action:

PB TURNS

Timing:



NOV 06 2014

EPISODE # 1025-204B

1025/204B

Production :

1025/204B

ADVENTURE TIME



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Sc. 65 CONT Pnl. C Bg. day night



Sc. 65 CONT Pnl. D Bg. day night



Dialog:

(SFX) PHONE RINGING

(PB) COME ON.

Action:

- PB GRABS RIGHT ARM.

- PB TEASES OUT STRAND of GUM.
TO FORM NEW ARM.

NOV 06 2014

Timing:

EPISODE # 1025-204B

Production :

1025/204B

1025/204B

1025/204B

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1025/204B

Cont

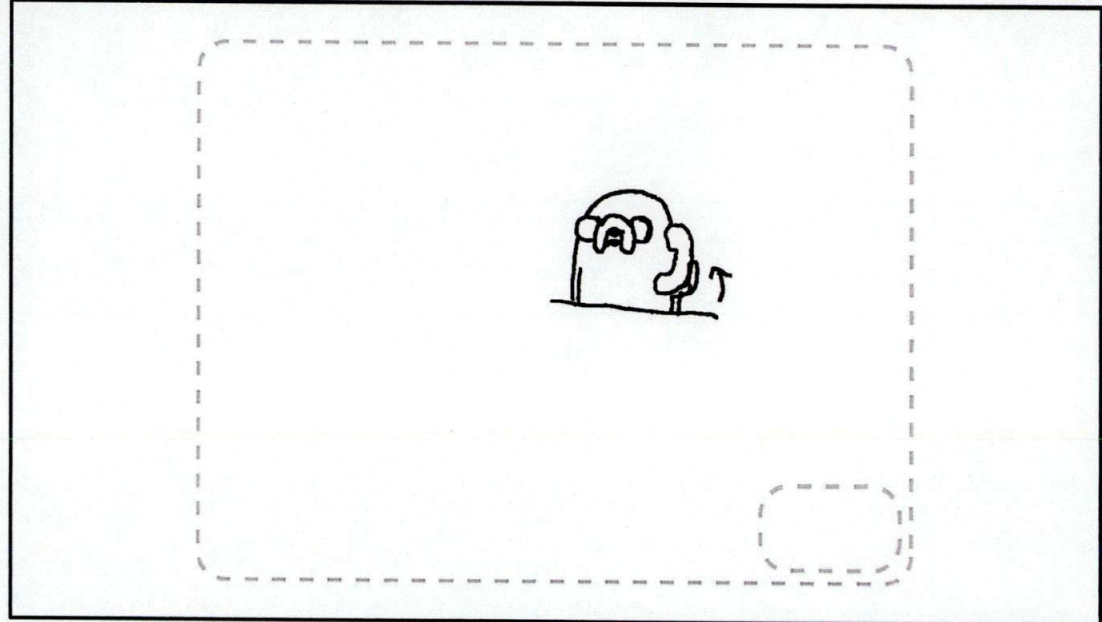
ADVENTURE TIME



Sc. 606 Pnl. A Bg. day night



Sc. 606 cont Pnl. B Bg. day night



Dialog:	<p>(SFX) RING-RING</p> <p>= SIGH, =</p> <p>① HELLO.</p>
Action:	<p>- FINN STILL SICK IN BED.</p> <p>- J. ANSWERS PHONE.</p>
Timing:	<p>NOV 06 2014</p>

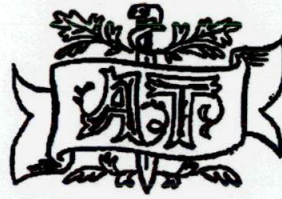
EPISODE # 1025-204B

Production :

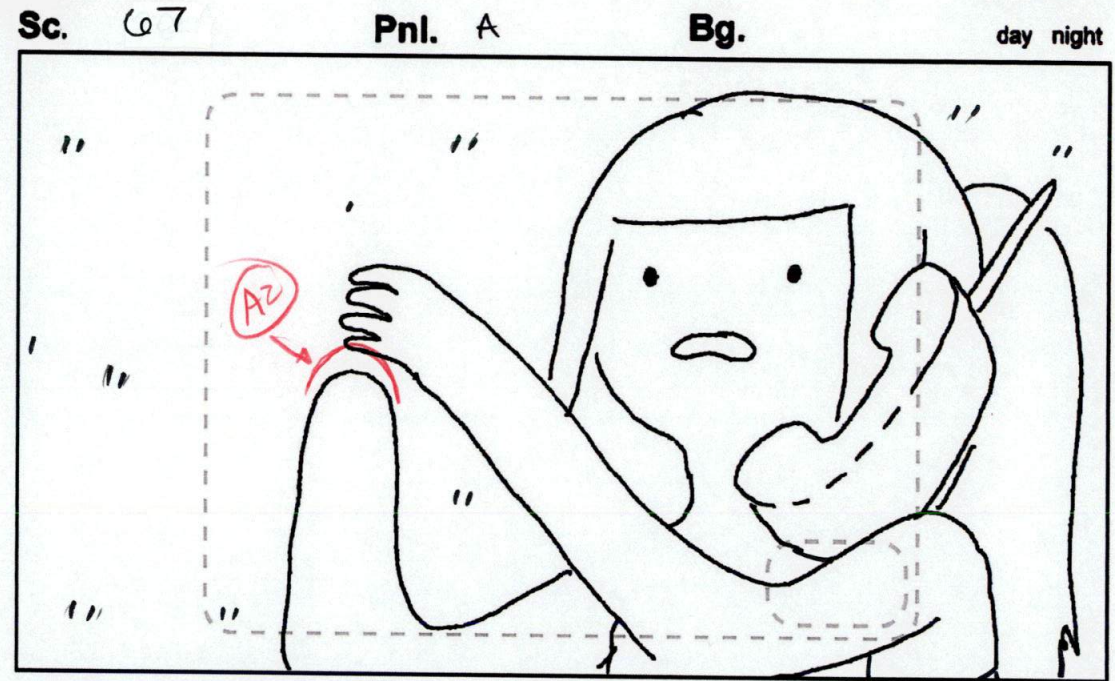
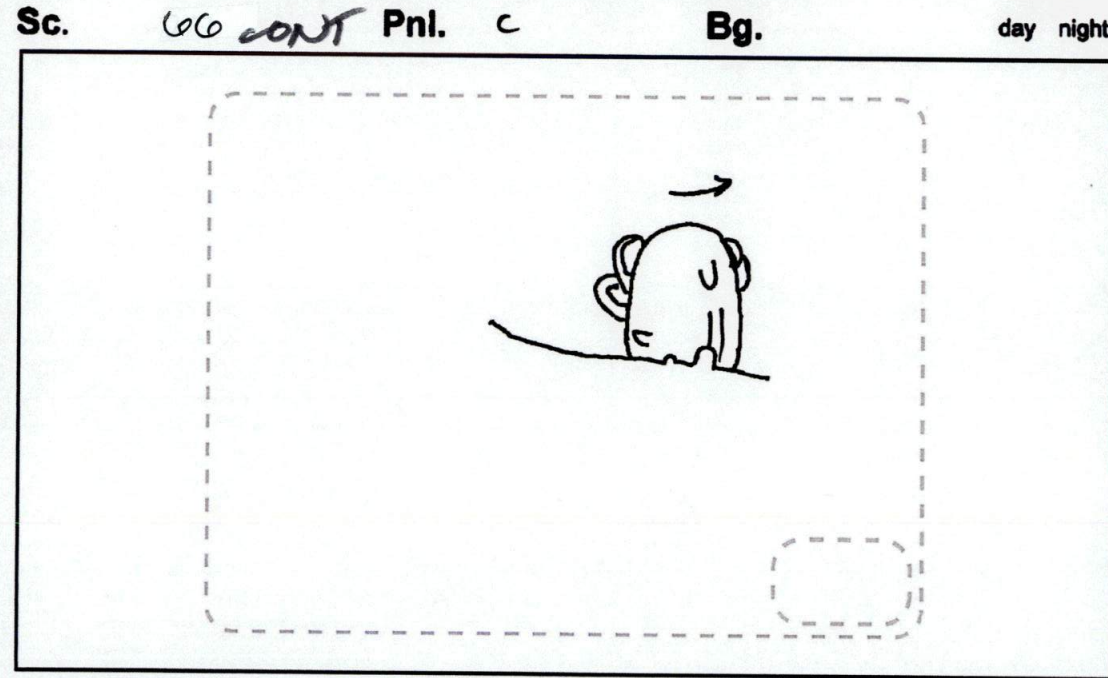
1025/204B

1025/204B

ADVENTURE TIME



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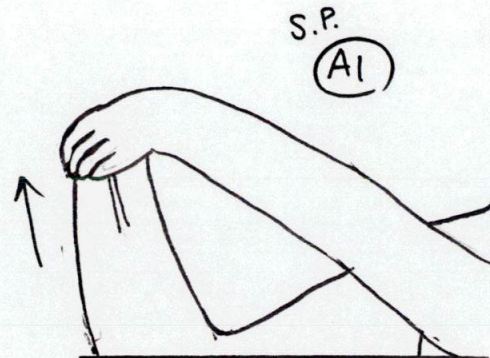
Dialog:

Q WHAT'S SHAKIN'

Action:

-J. TURNS.

Timing:



(PB)

JAKE, IT'S BONNIE.

-PB FINISHES TEASING OUT ARM.

NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

1025/204B

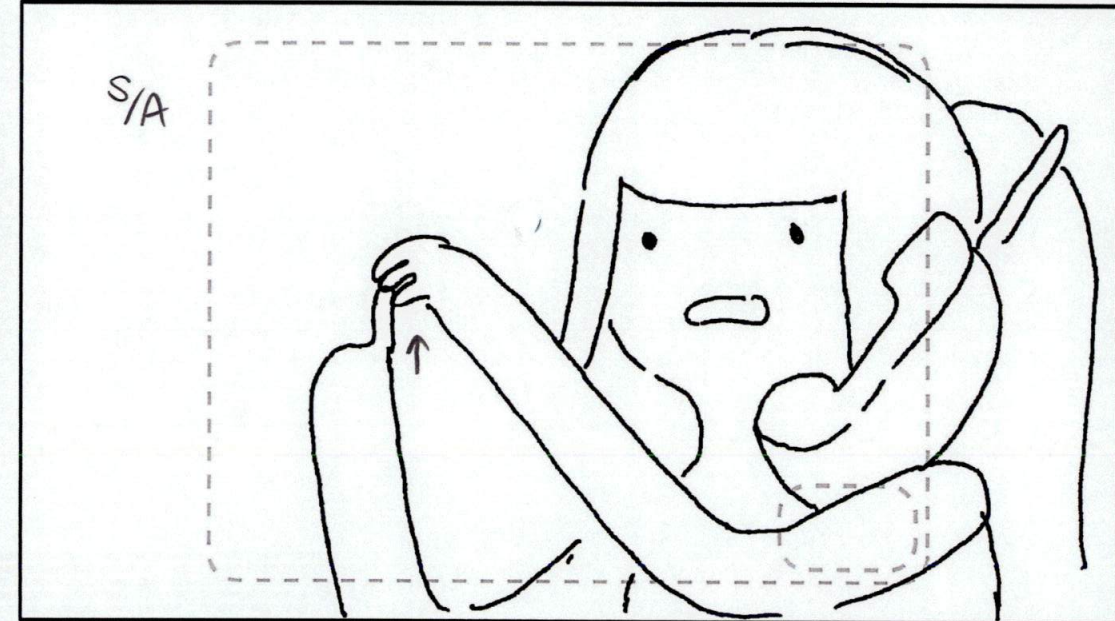
1025/204B

ADVENTURE TIME

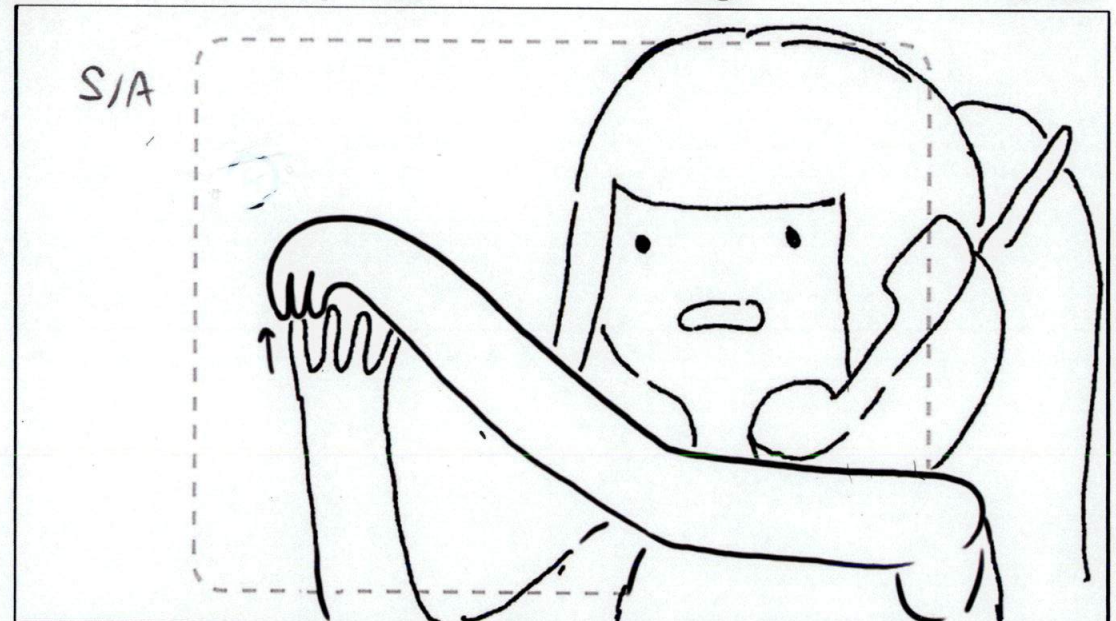


Page 82

Sc. 67 CONT Pnl. B Bg. day night



Sc. 67 CONT Pnl. C Bg. day night



Cut

1025-204B

EPISODE #

1025/204B

Dialog: (PB) CAN YOU DUDES GET OVER HERE?
I NEED YOUR HELP WITH A CATASTROPHE.



Action: -PB TEASES OUT FINGERS FROM GUM.

NOV 06 2014



1025/204B

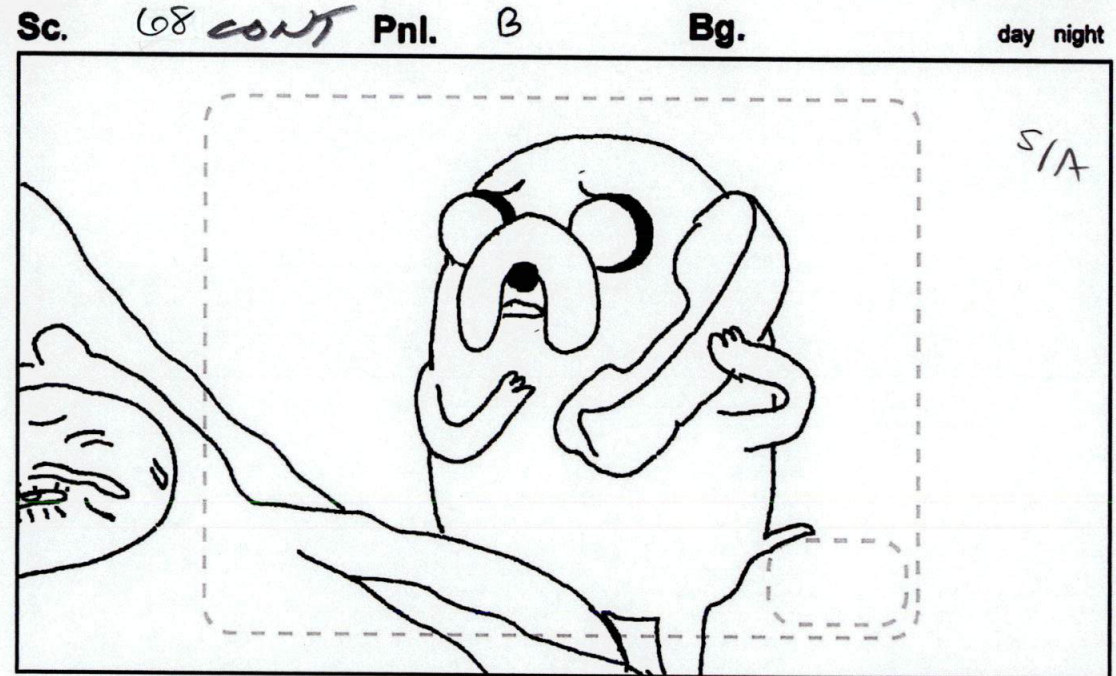
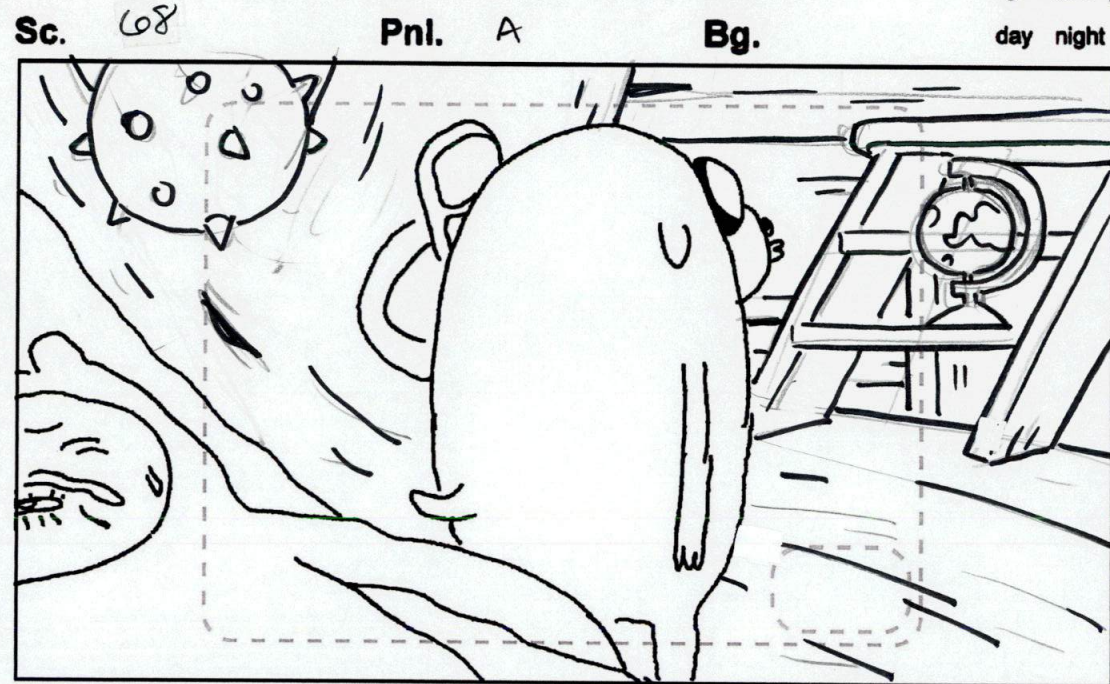
1025/204B

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ADVENTURE TIME



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Dialog:

① EHH I DUNNO.

② FINN'S GOT RAT GERMS
ALL THROUGH HIS BODY..

Action:

Timing:

NOV 06 2014

EPISODE # 1025-204B

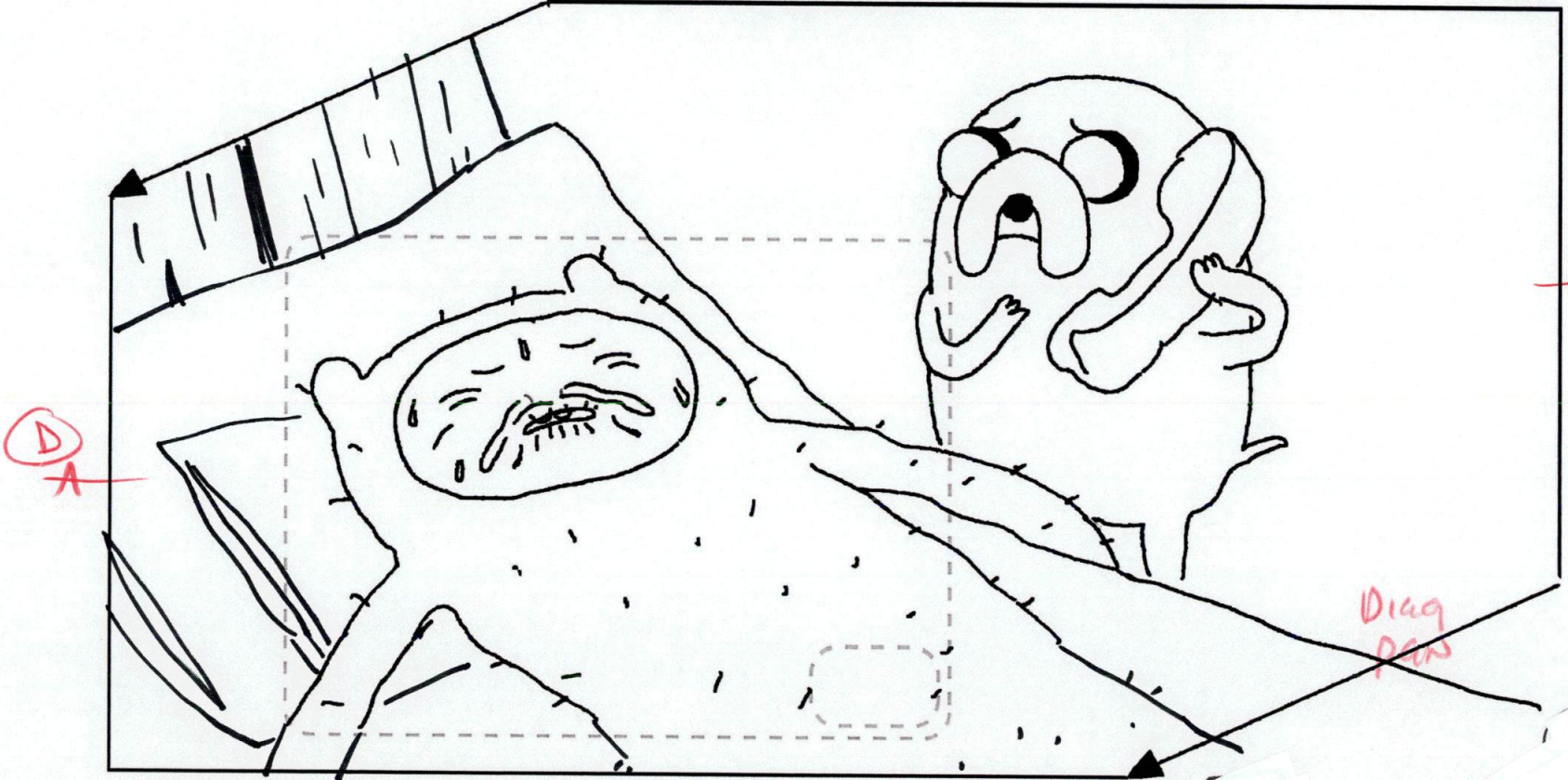
Production :

1025/204B

ADVENTURE TIME



Sc. 68 CONT Pnl. Bg. day night



Cent w/wire @ post

@ start

diag pan

(F) I'LL DO IT...

-ADJ. DOWN TO FINN

NOV 06 2014

EPISODE # 1025-204 B

Production :

1025/204 B

1025/204 B

1025/204 B

ADVENTURE TIME



Page 85

Sc.	Pnl.	Bg.	day	night

cut w/ wipe to post

Sc.	Pnl.	Bg.	day	night
69	A			

Dialog:
Action:
Timing:

NOV 06 2014

EPISODE # 1025-204B

Production :

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1025/204B

1025/204B

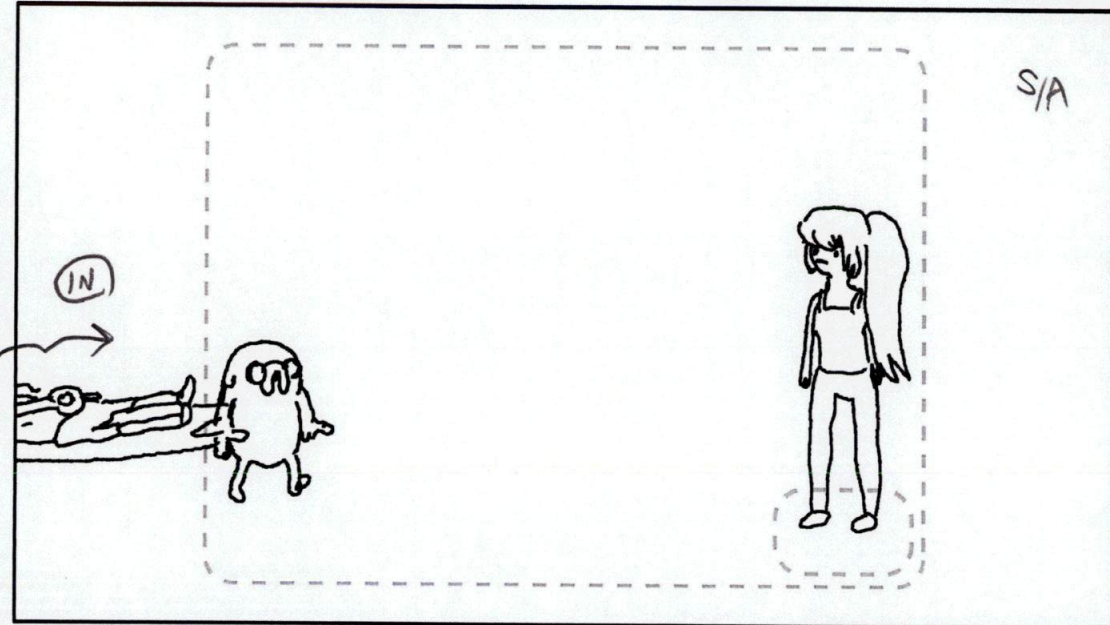
1025/204B

ADVENTURE TIME

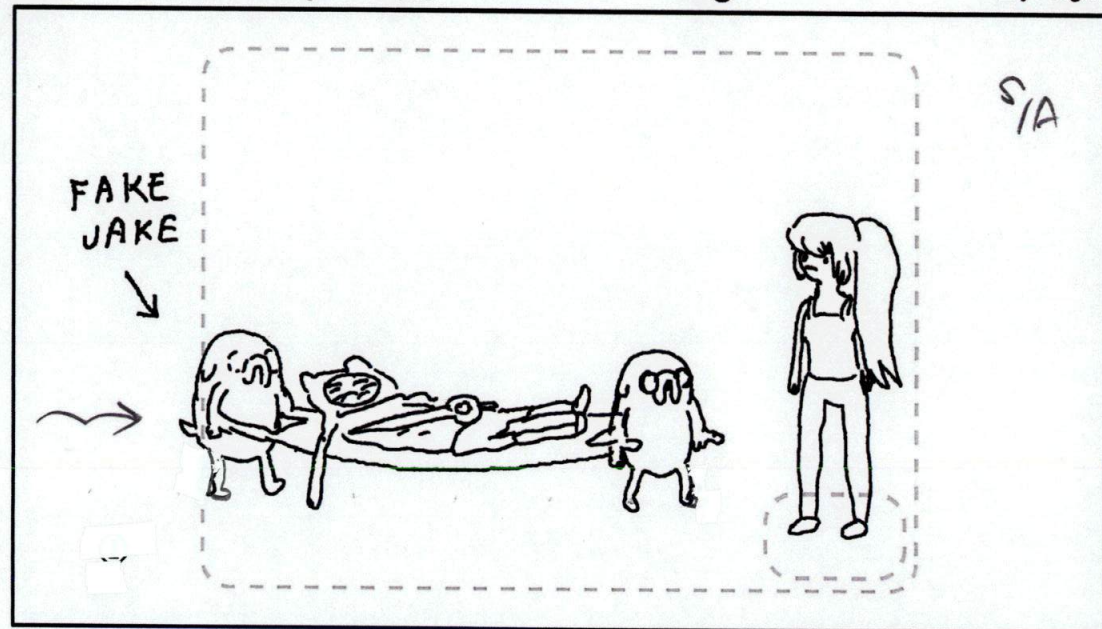


Page 86

Sc. 69 CONT Pnl. B Bg. day night



Sc. 69 CONT Pnl. C Bg. day night



Dialog:

Action:

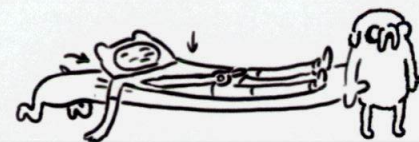
-J. WALKS ON/S CARRYING FINN ON
JAKE STRETCHER.

Timing:

(C1)



(C2)



NOV 06 2011

Production :

EPISODE # 1025-204B

1025/204B

1025/204B

ADVENTURE TIME

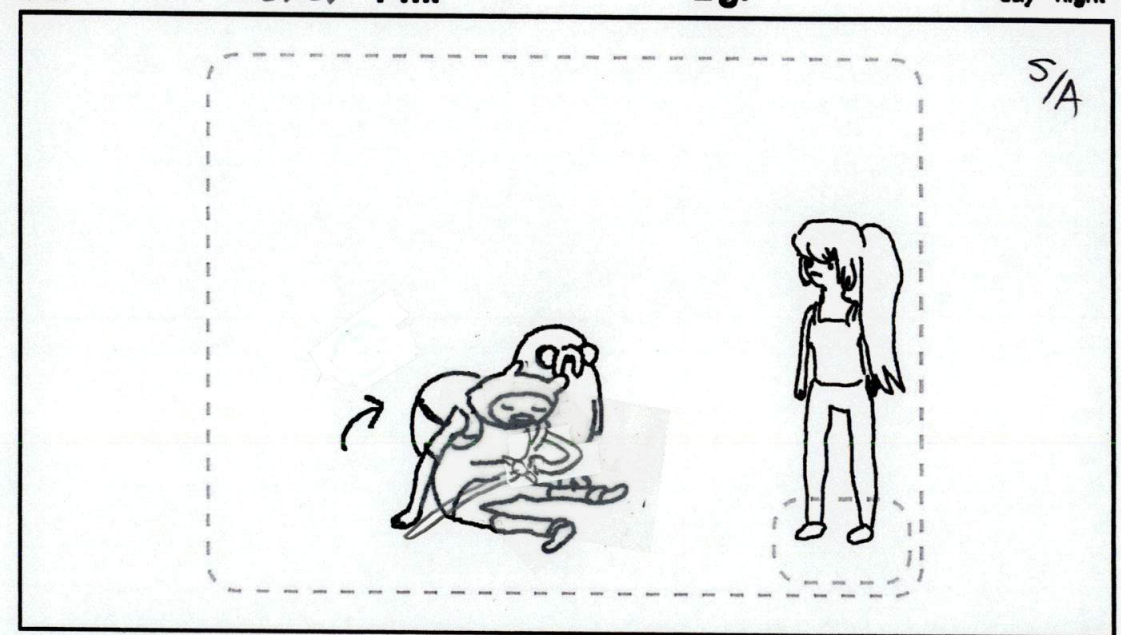
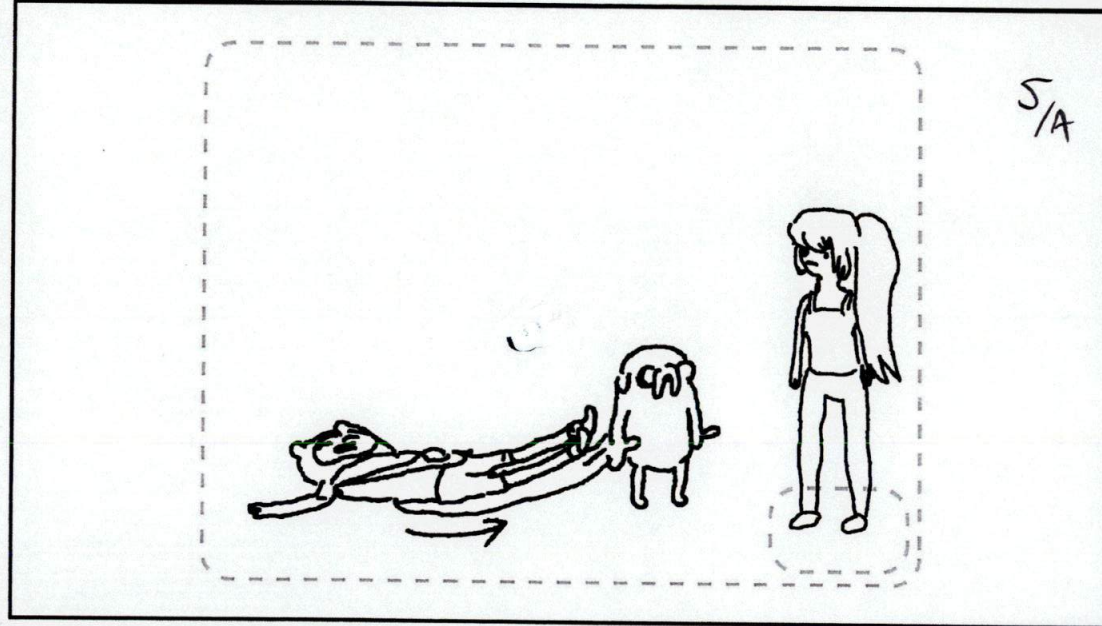


Sc. 69 CONT Pnl. D Bg.

day night

Sc. 69 CONT Pnl. E Bg.

Page 87
STANEXT
day night



Dialog:

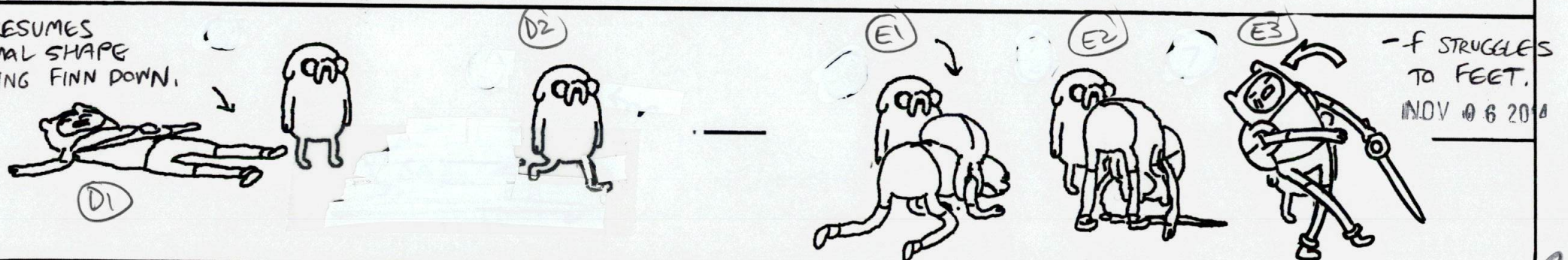
SFX: falling on ground

F: [WEAK STRUGGLING]

Action:

-J. RESUMES
NORMAL SHAPE
RESTING FINN DOWN.

Timing:



-F STRUGGLES
TO FEET.
NOV 06 2014

EPISODE # 1025-204 B

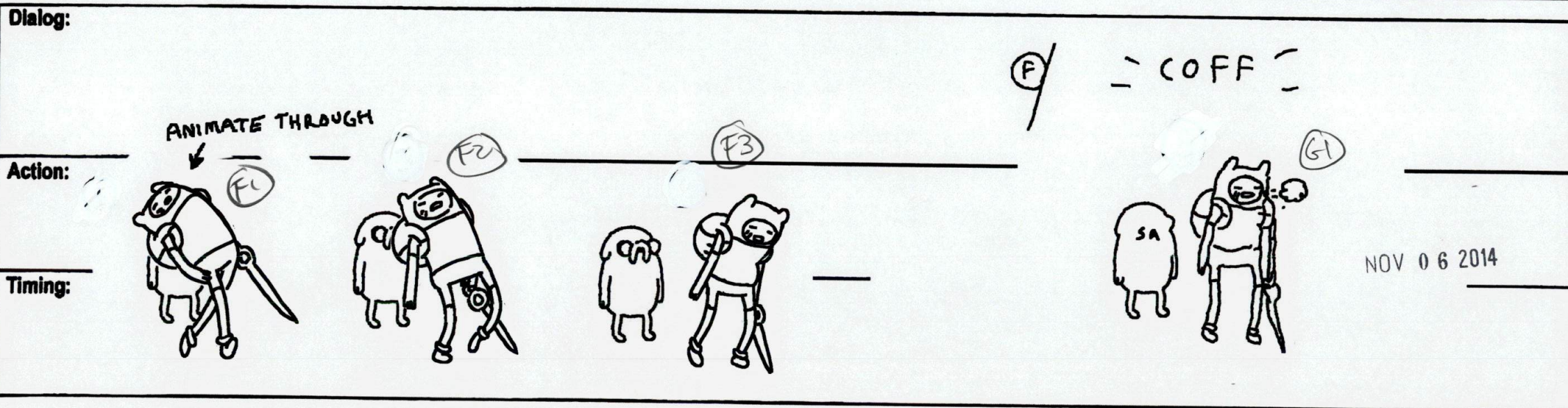
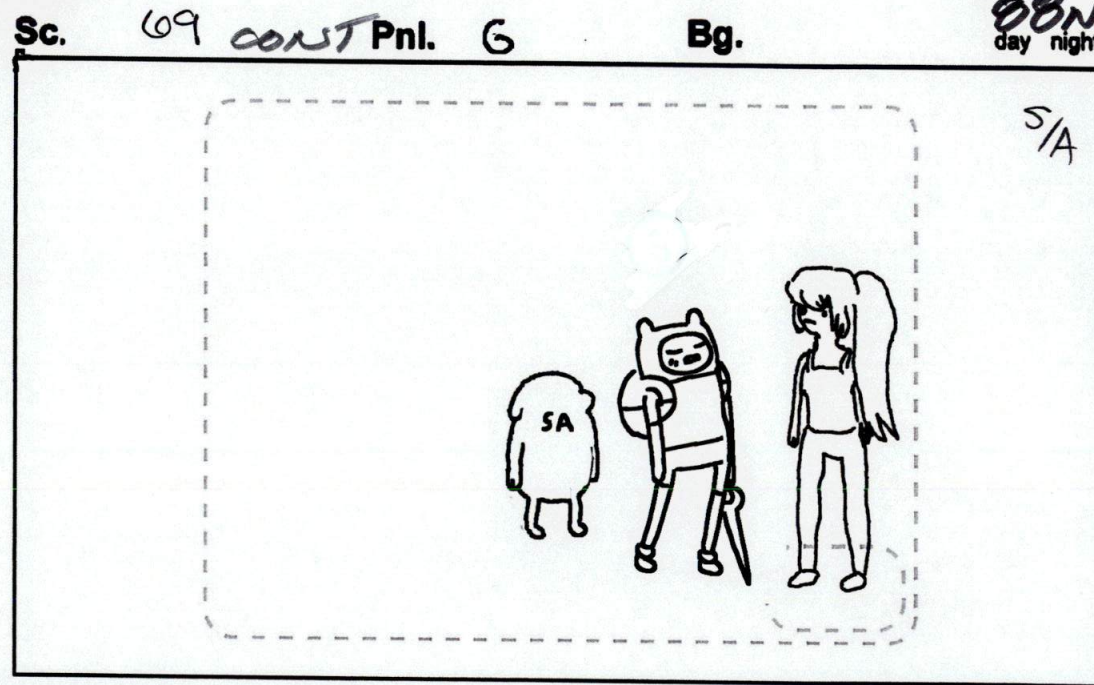
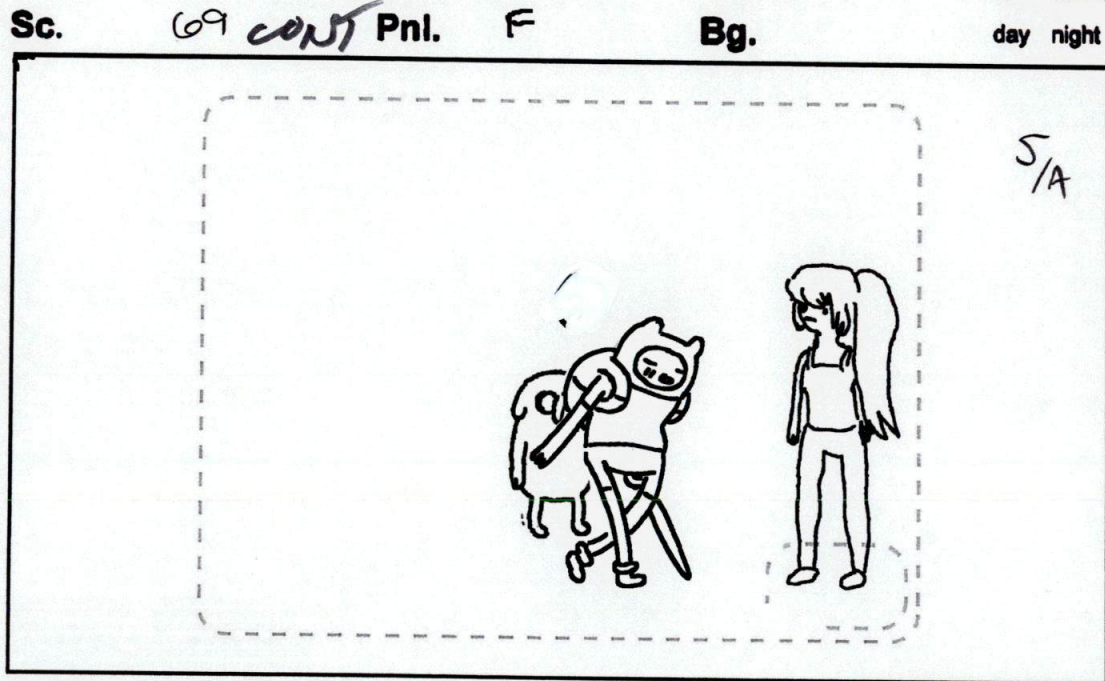
1025/204 B

Production :

1025/204 B

1025/204 B

ADVENTURE TIME



Page 87A
~~88~~ NEXT
day night

EPISODE # 1025-204B

1025/204B

Production :

1025/204B

1025/204B

ADVENTURE TIME



HU
cut

Page 88

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
70	A			

Dialog:

Action:

Timing:

Ⓢ/ YOU UP TO THIS, CHAMP?

NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

1025/204B

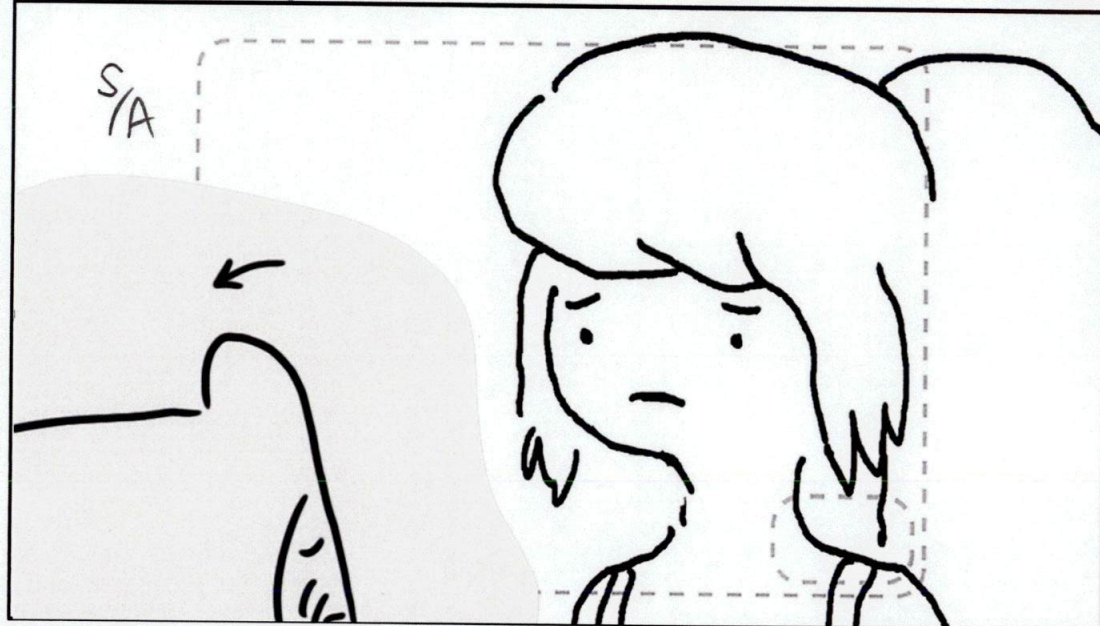
1025/204B

ADVENTURE TIME

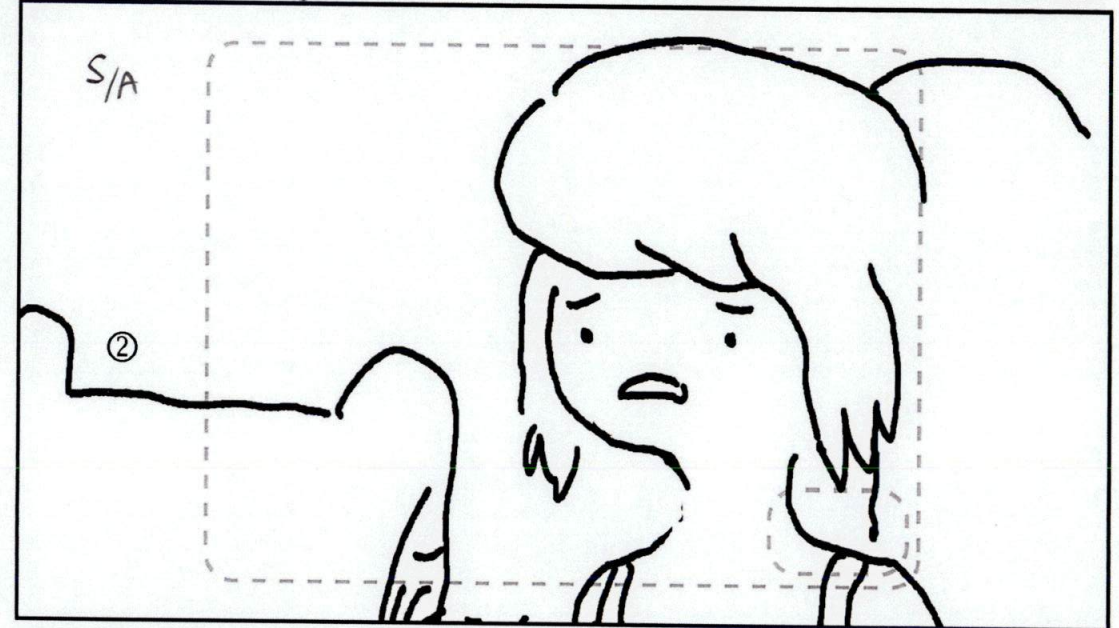


Page 89

Sc. 70 CONT Pnl. B Bg. day night



Sc. 70 CONT Pnl. C Bg. day night



Dialog:

(F) :: PATHETIC COFF ::

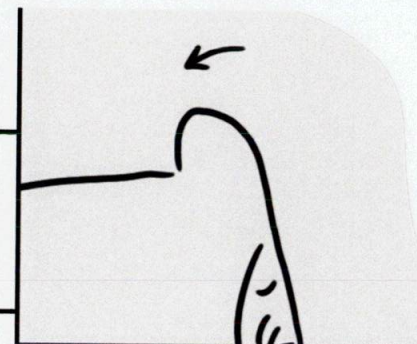
(PB) OK, WELL IT'S
PRETTY COMPLICATED.

Action:

Timing:

(C)

(1)



NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

HO
CUT

1025/204B

1025/204B



ADVENTURE TIME

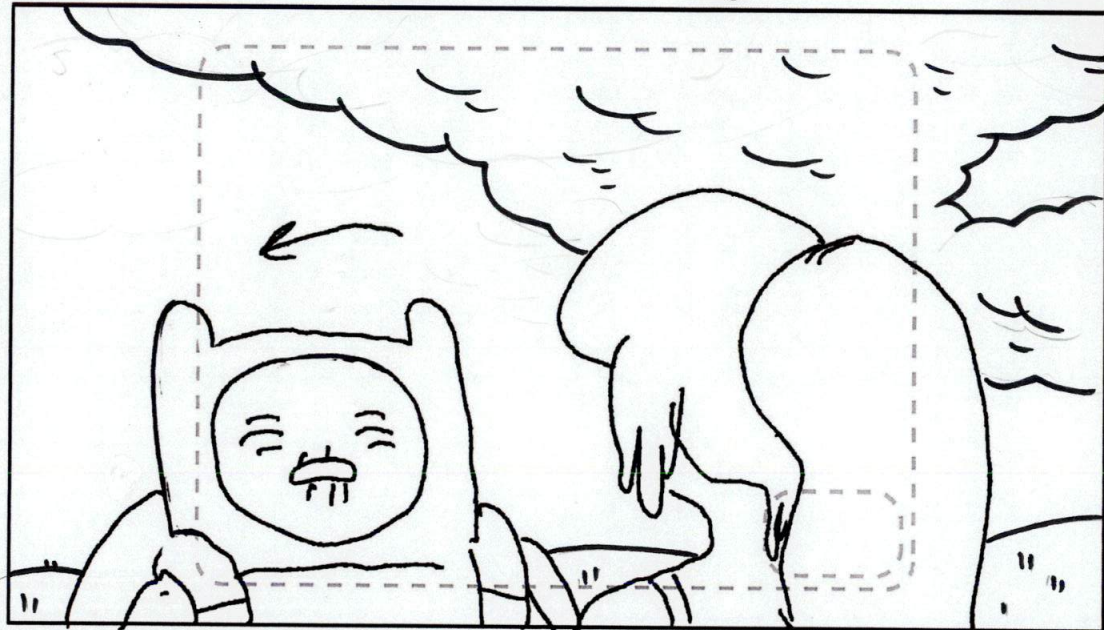
Page 90

Sc. 71

Pnl. A

Bg.

day night

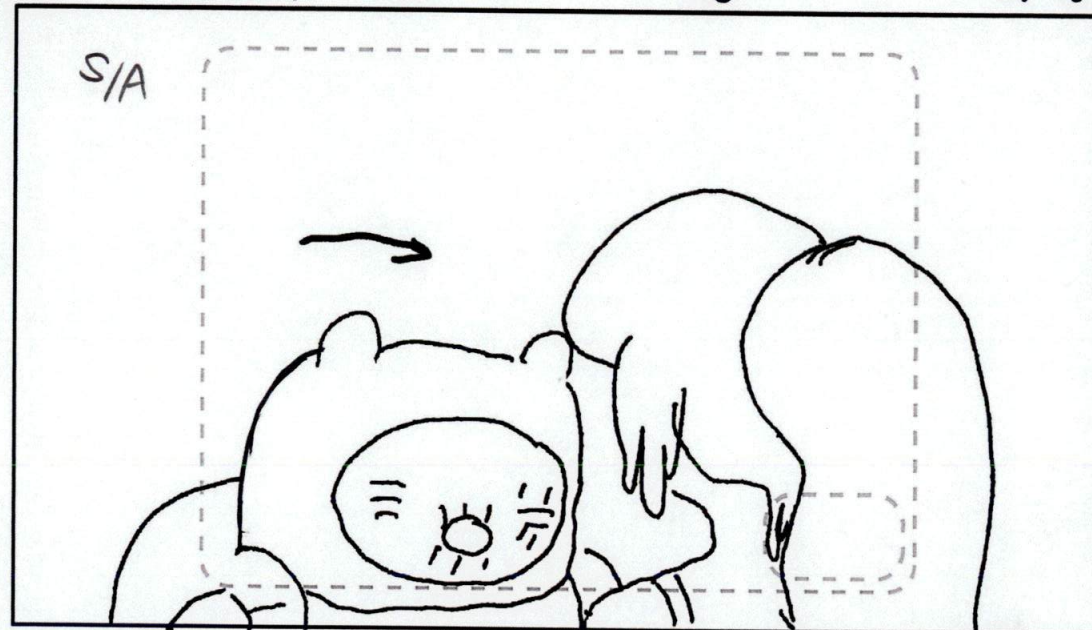


Sc. 71 CONT

Pnl. B

Bg.

day night



Dialog:

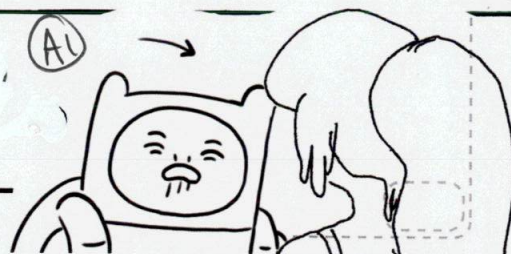
PB: FIRSTLY YOU NEED TO NOT TOUCH THE MUFFINS, ESPECIALLY WITH YOUR UNPROTECTED SKIN.

PB: (CONT) AND YOU NEED TO FIND THE ALPHA NANITE AND DEACTIVATE IT BEFORE THE MUFFIN PESTILENCE -

-F. SWAYS BACK AND FORTH SLOWLY.

NOV 06 2014

Timing:



1025-204B

EPISODE #

1025/204B

Production :

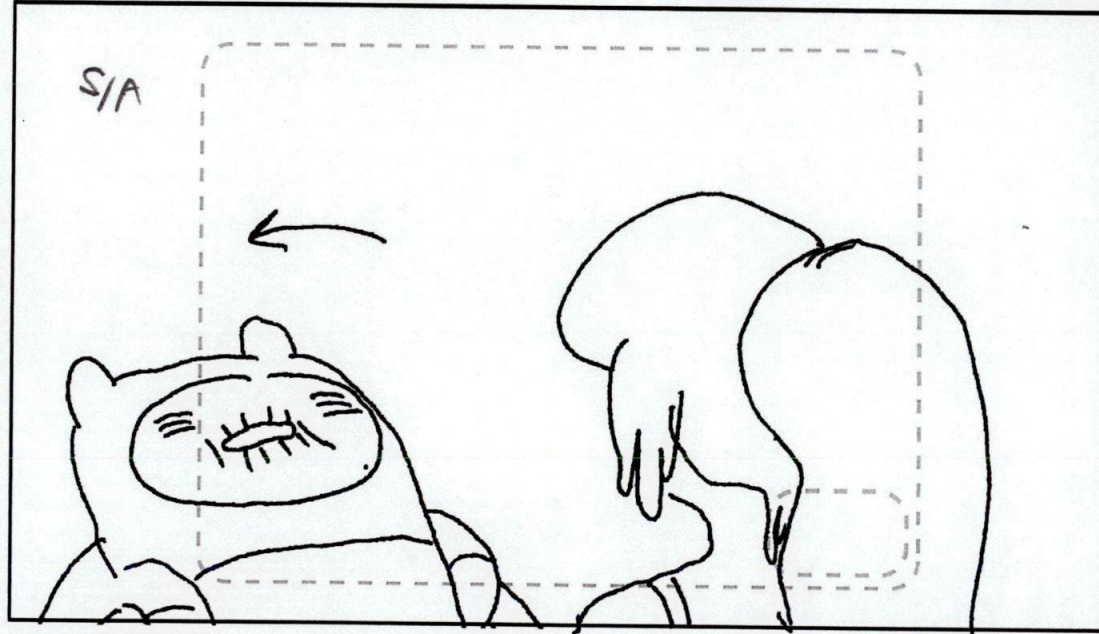
1025/204B

ADVENTURE TIME

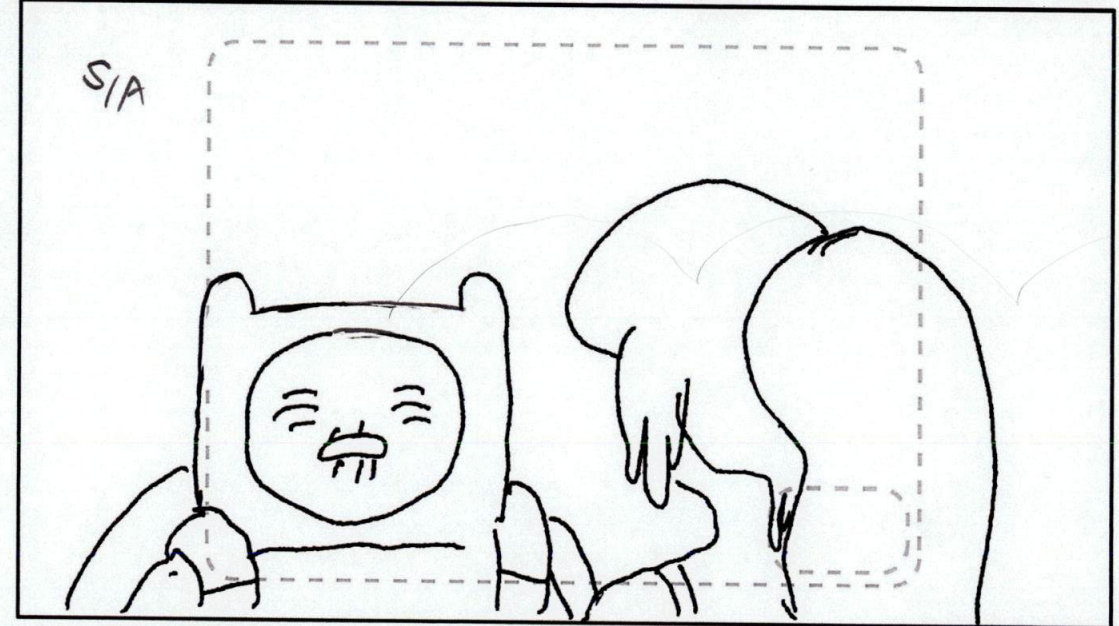


Page 91

Sc. 71 CONT Pnl. C Bg. day night



Sc. 71 CONT Pnl. D Bg. day night



Dialog: (PB)
 (CONT) GREY GOOS ALL THE
 WAY TO THE EDGE OF THE
 CONTINENT.

(F) YUP.

Action:

Timing:

NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

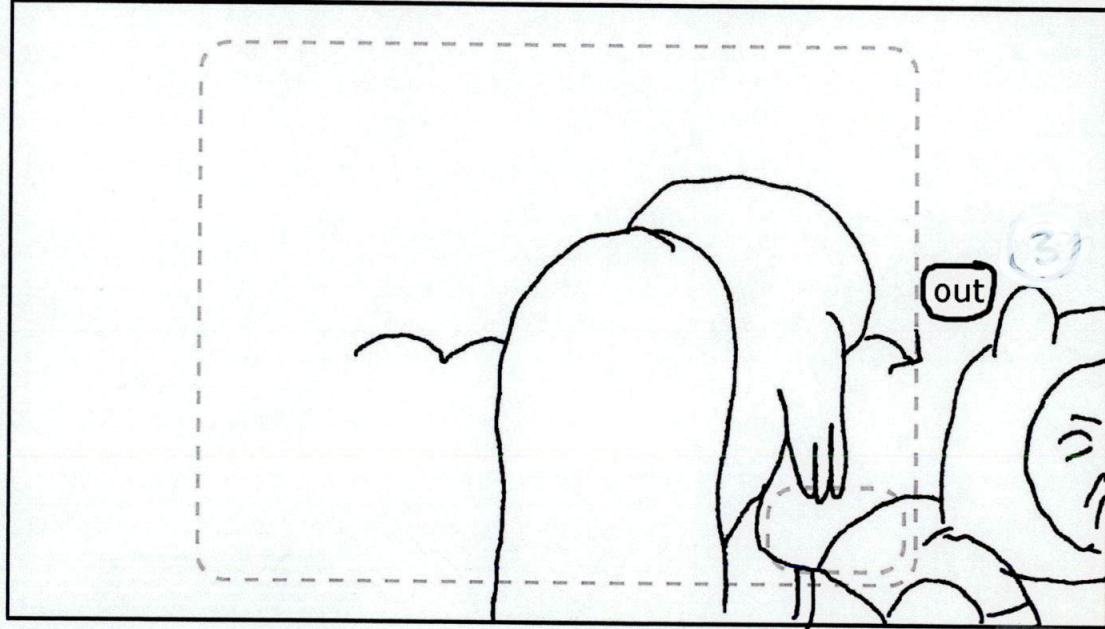
ADVENTURE TIME



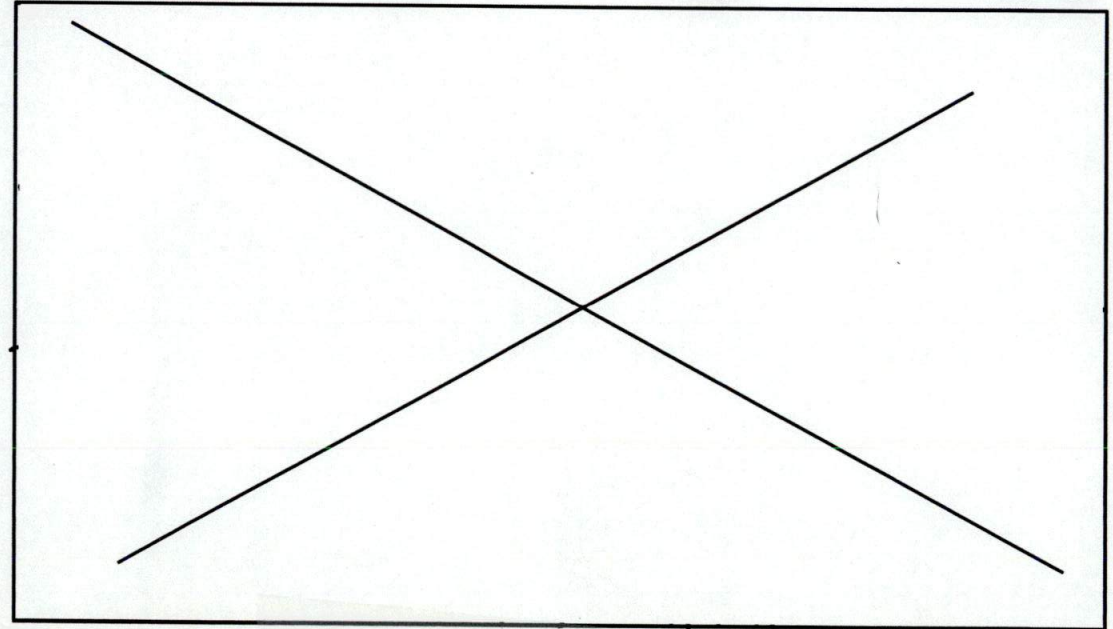
Cut

Page 92

Sc. 71 CONT Pnl. E Bg. day night



Sc. Pnl. Bg. day night



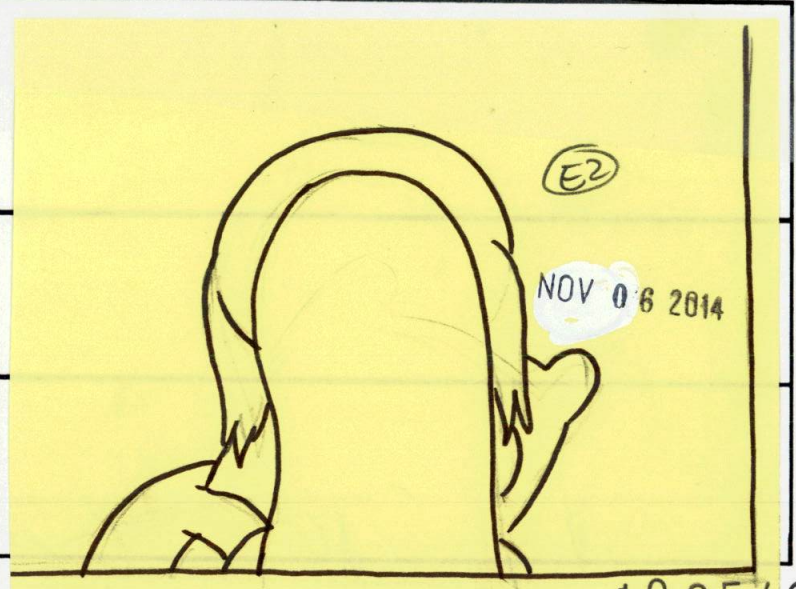
Dialog:

(E) - BREATHING -
= HEAVILY -

Action:

- FINN REELS PAST PB.

Timing:



EPISODE # 1025-204B

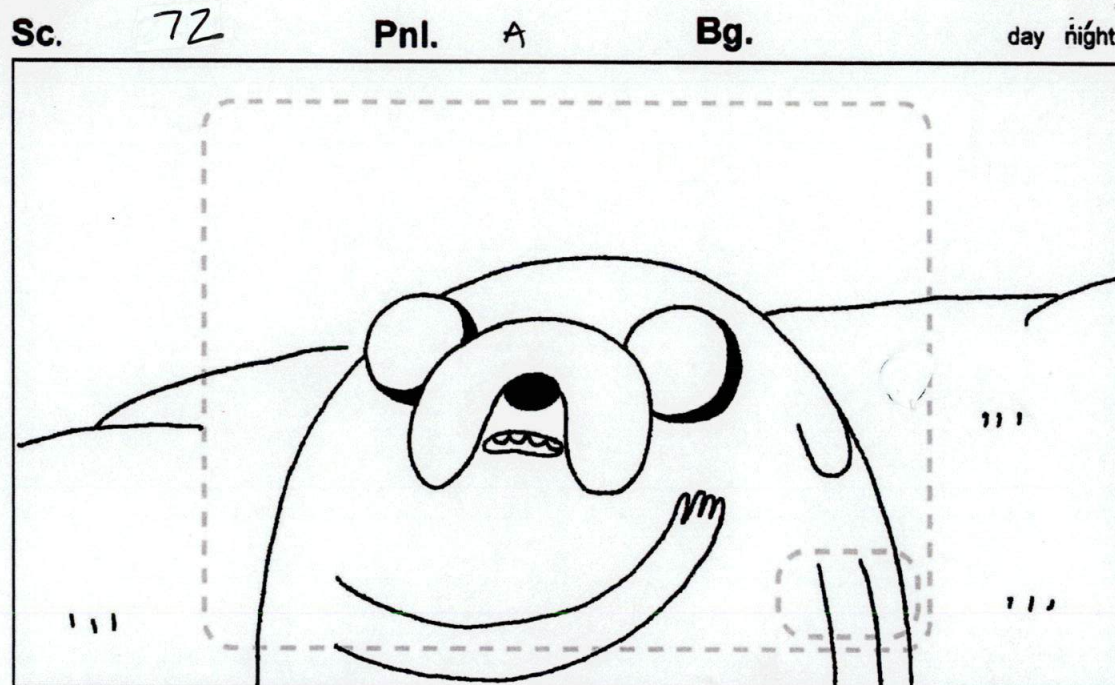
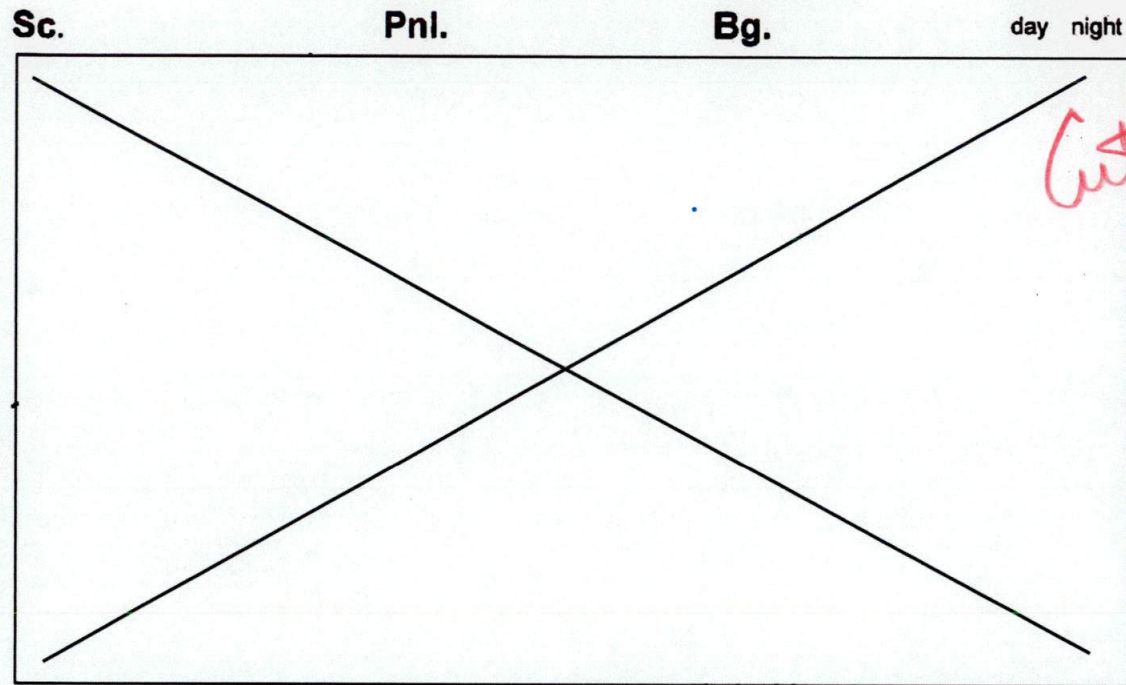
Production :

1025/204B

ADVENTURE TIME



Page 93

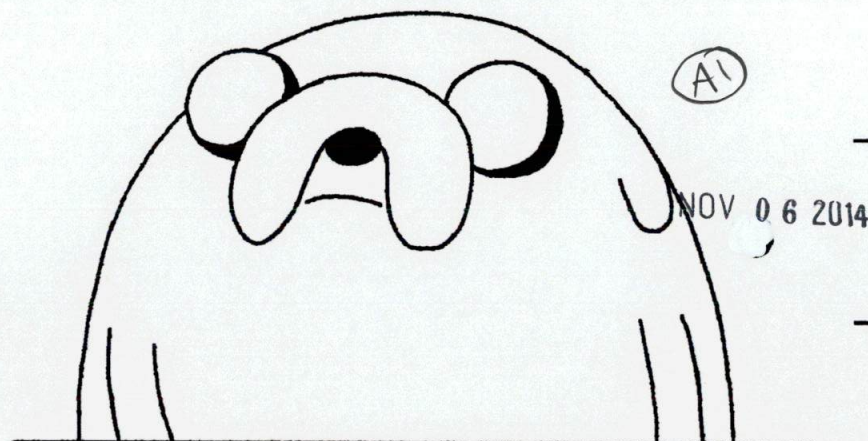


Dialog:

① BRAVE LITTLE SOLDIER,
UP ON MUFFIN HILL.

Action:

Timing:



Production :

EPISODE # 1025-204B

1025/204B

1025/204B

1025/204B

Cut

ADVENTURE TIME



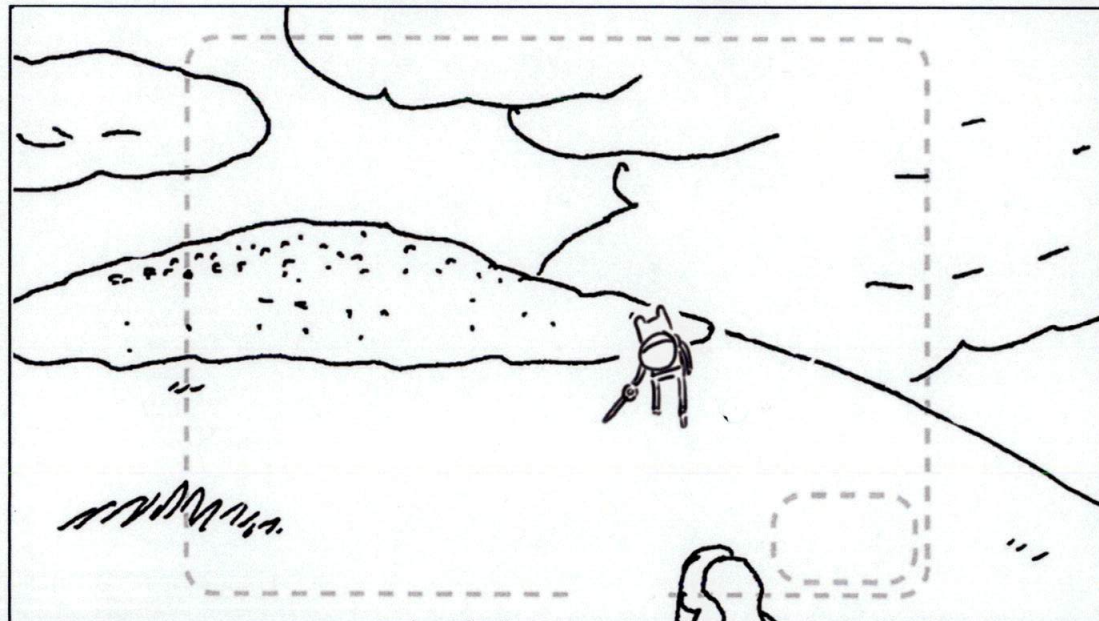
Page 94

Sc. 73

Pnl. A

Bg.

day night

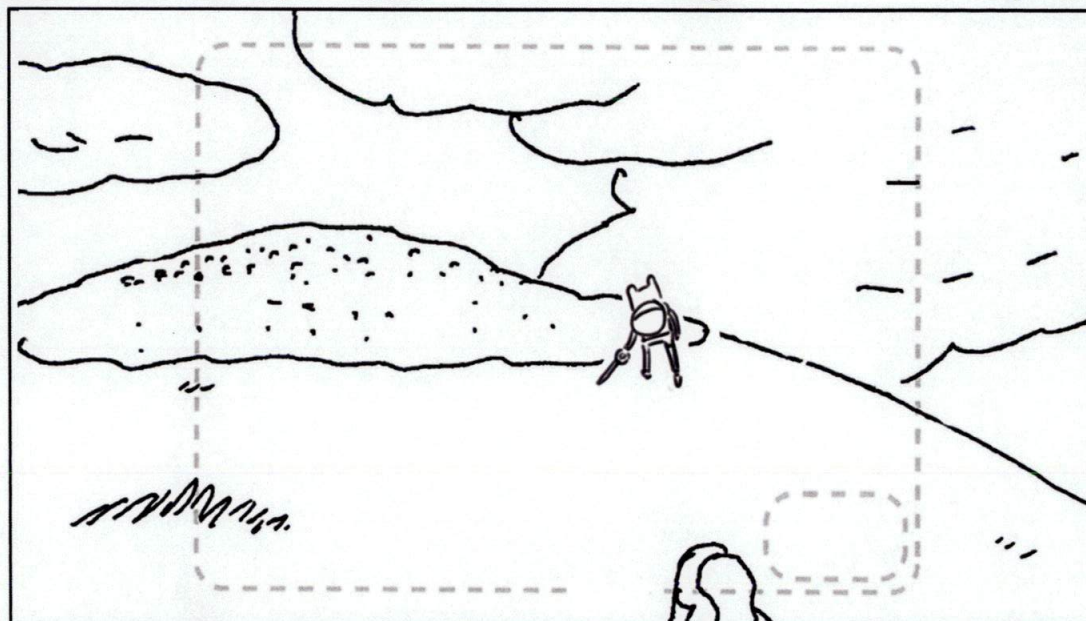


Sc. 73 CONT

Pnl. B

Bg.

day night

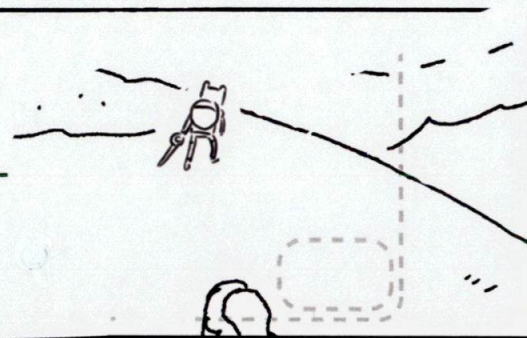


HO Cut

Dialog:

Action:

Timing:



(A)

NOV 06 2014

EPISODE # 1025-204 B

Production :

1025/204 B

1025/204 B



ADVENTURE TIME

Page 95

Sc. 74 Pnl. A Bg. day night



Sc. 74 CONT Pnl. B Bg. day night



Dialog:

Ⓔ :: HEAVY BREATHING ::

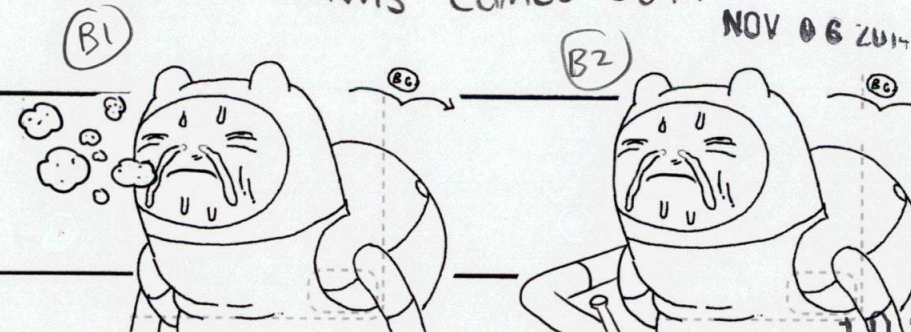
Action:

- FINN TRUDGING UP HILL, SLOWLY,
HE'S SO SICK.

Timing:

Ⓔ :: DRY COFF ::

- CLOUD OF GERMS COMES OUT.



EPISODE # 1025-204B

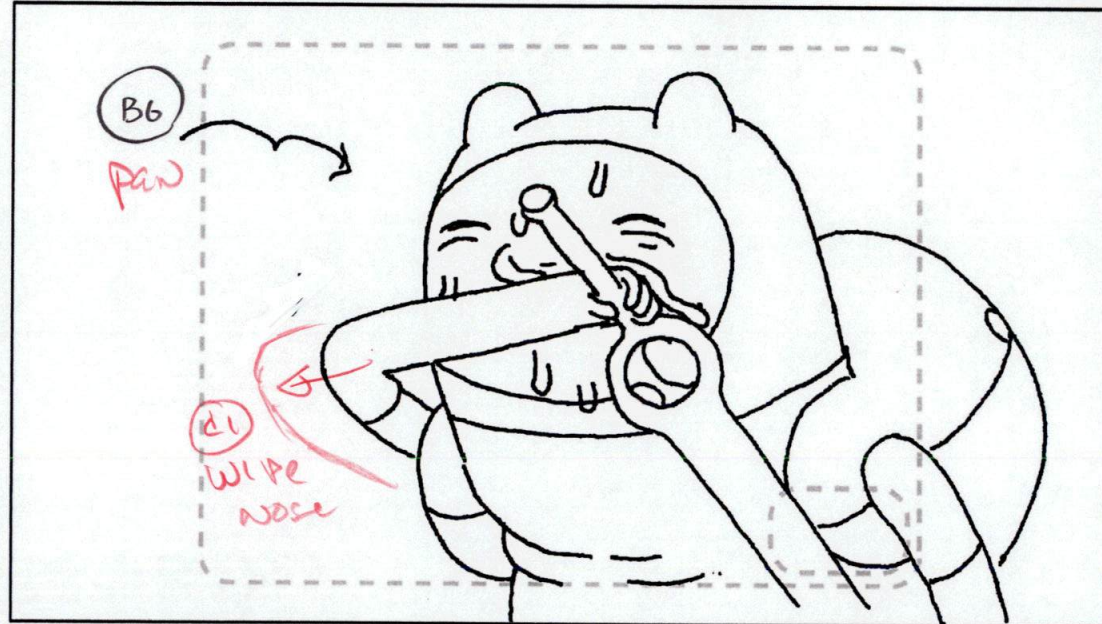
Production :

ADVENTURE TIME



Page 96

Sc. 74 CONT Pnl. C Bg. day night



Sc. 74 CONT Pnl. D Bg. day night



Dialog:

(SFX) = SNRK =

(E) = HEAVY BREATHING =

Action:

- F WIPES NOSE WITH THE BACK OF HIS HAND

Timing:



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EPISODE # 1025-204B

Production :

1025/204B

Ho cut

1025/204B



ADVENTURE TIME

Page 97

Sc. TS

Pnl. A

Bg.

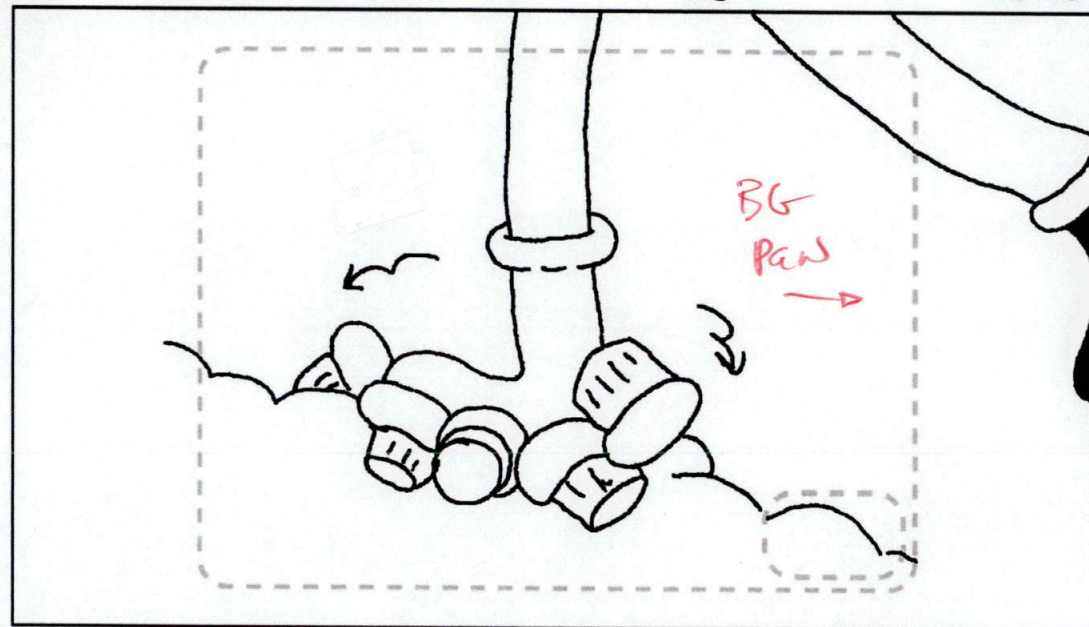
day night



Sc. TS CONT Pnl. B

Bg.

day night



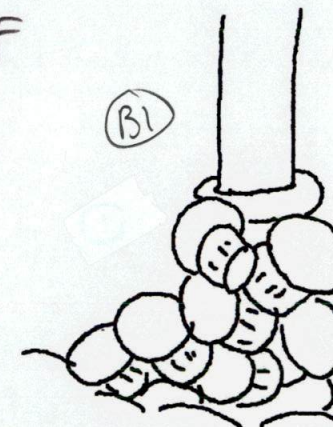
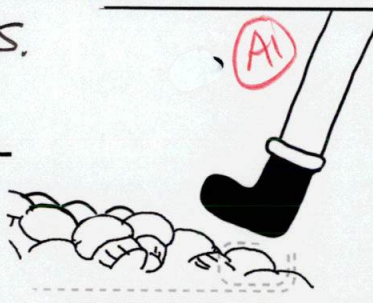
Dialog:

Action:

- FINN STEPS ON MUFFINS.

Timing:

SFX: PAF



SHOE TURNS TO
MUFFINS.

NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

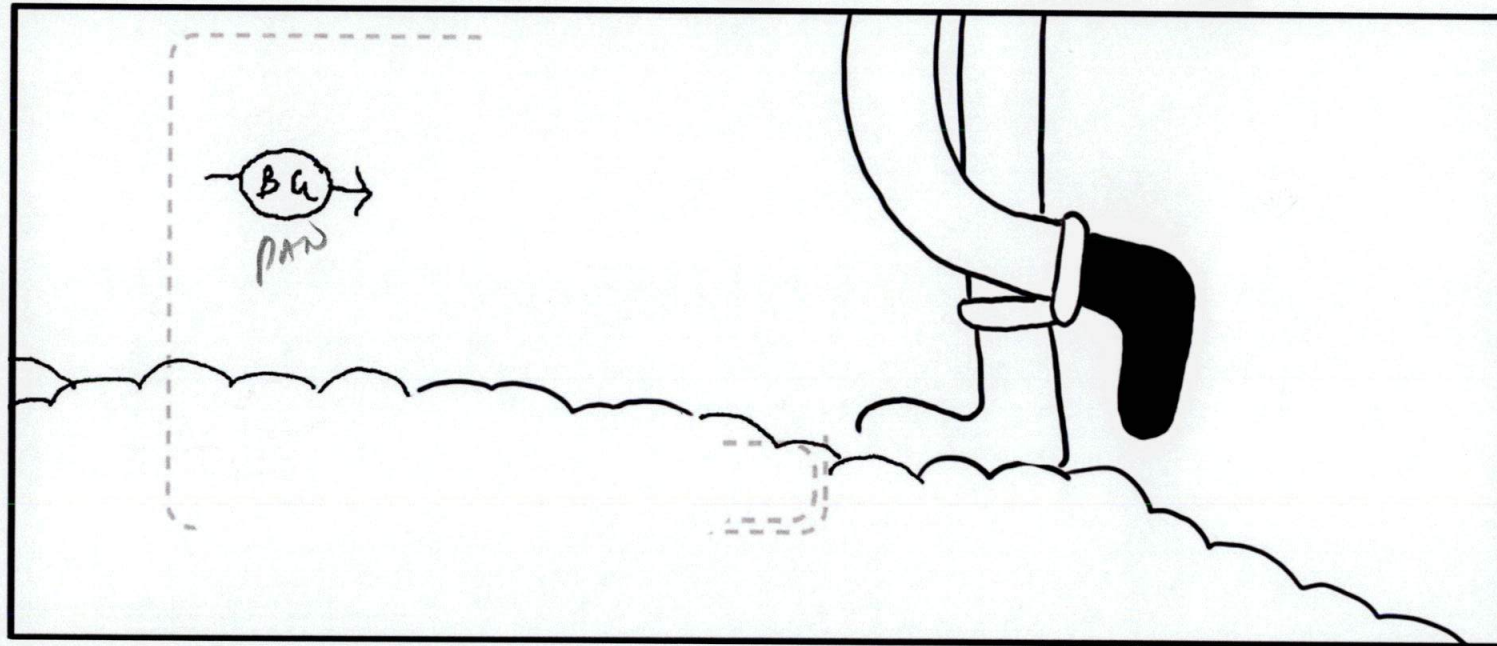
1025/204B

ADVENTURE TIME

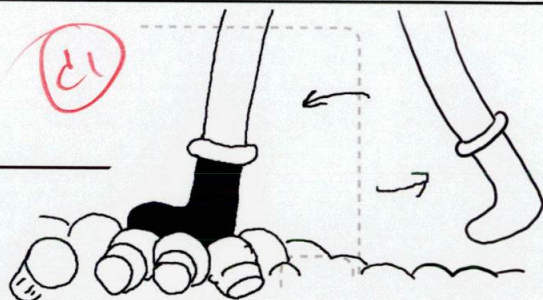


Page 98
day night

Sc. 75 CONT Pnl. C Bg. day night Sc. Pnl. Bg.



Dialog:	
Action:	
Timing:	



NOV 06 2014

EPISODE #

Production:

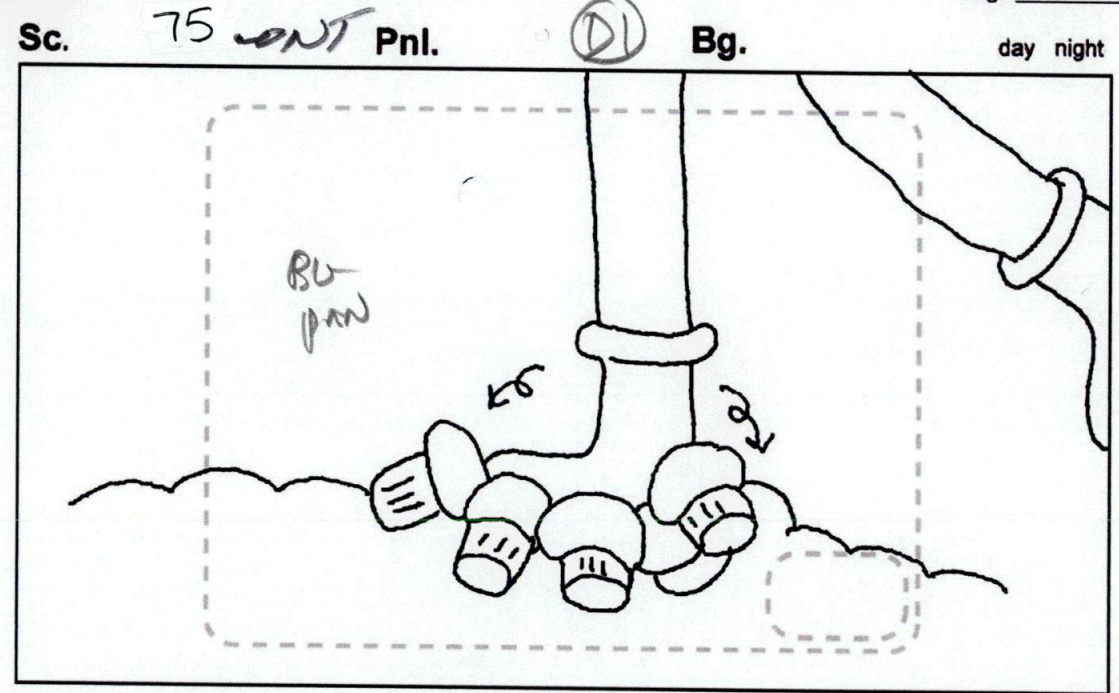
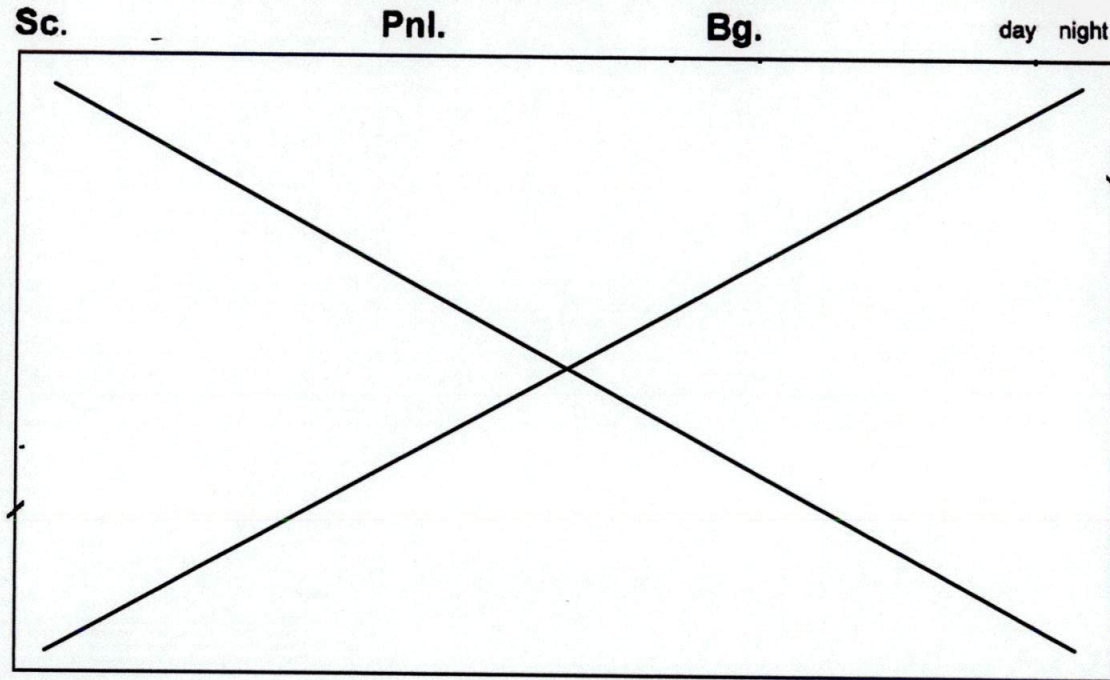
1025/204B

1025/204B

ADVENTURE TIME



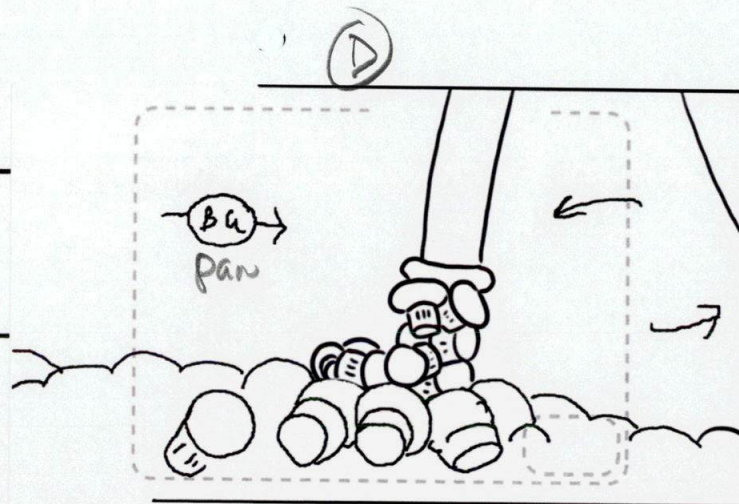
Page 99



Dialog:

Action:

Timing:



— SHOE TURNS TO
MUFFINS .

NOV 06 2014

EPISODE # 1025-204 B

Production :

ADVENTURE TIME



Sc. 75 CONT

Pnl.

Bg.

(E)

day night

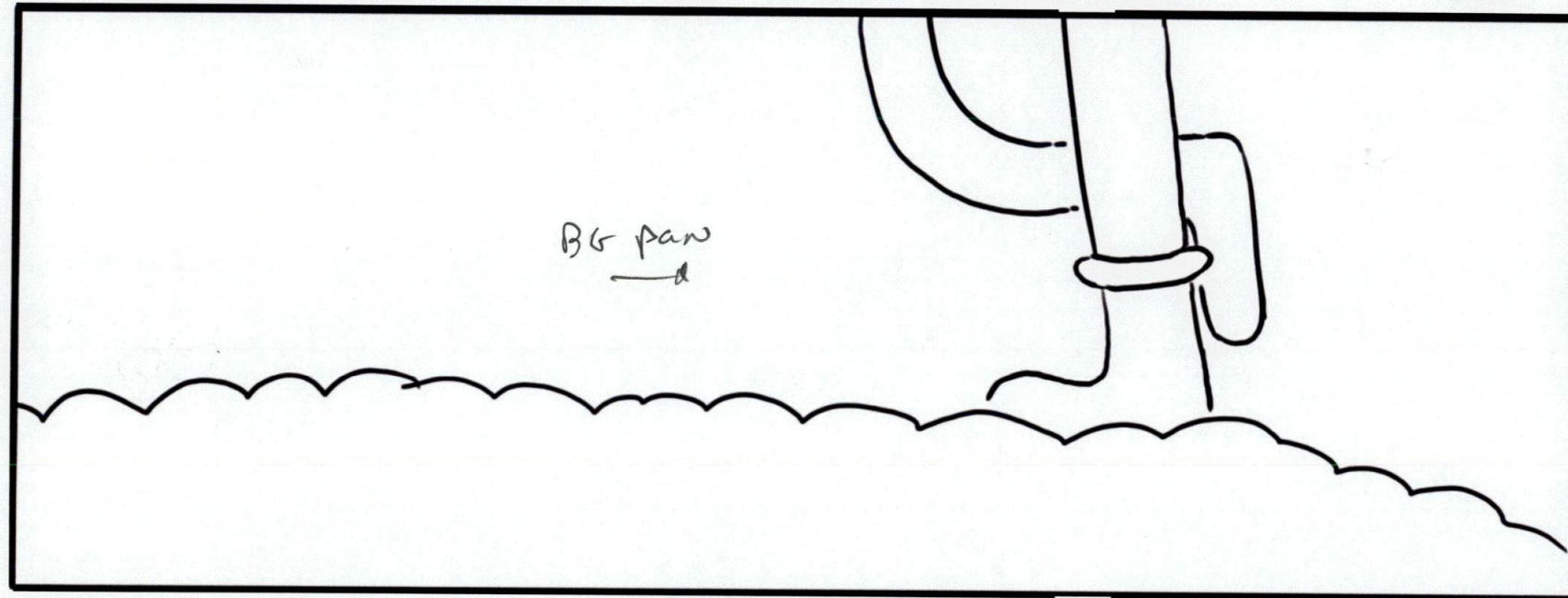
Sc.

Pnl.

Bg.

Page 100

day night

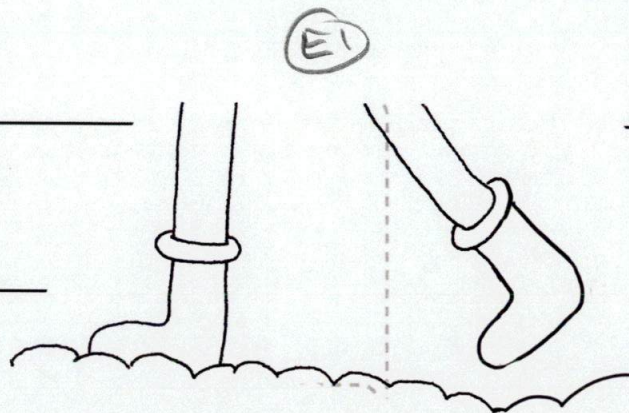


Dialog:

Action:

Finn takes another step

Timing:



NOV 06 2011

EPISODE #

Production:

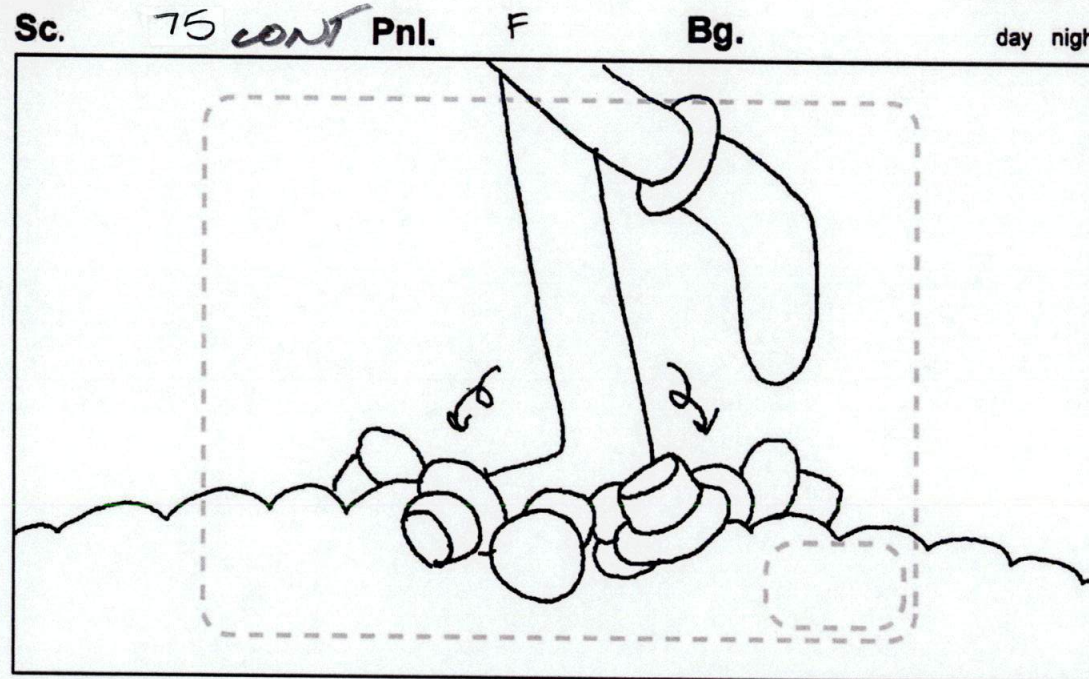
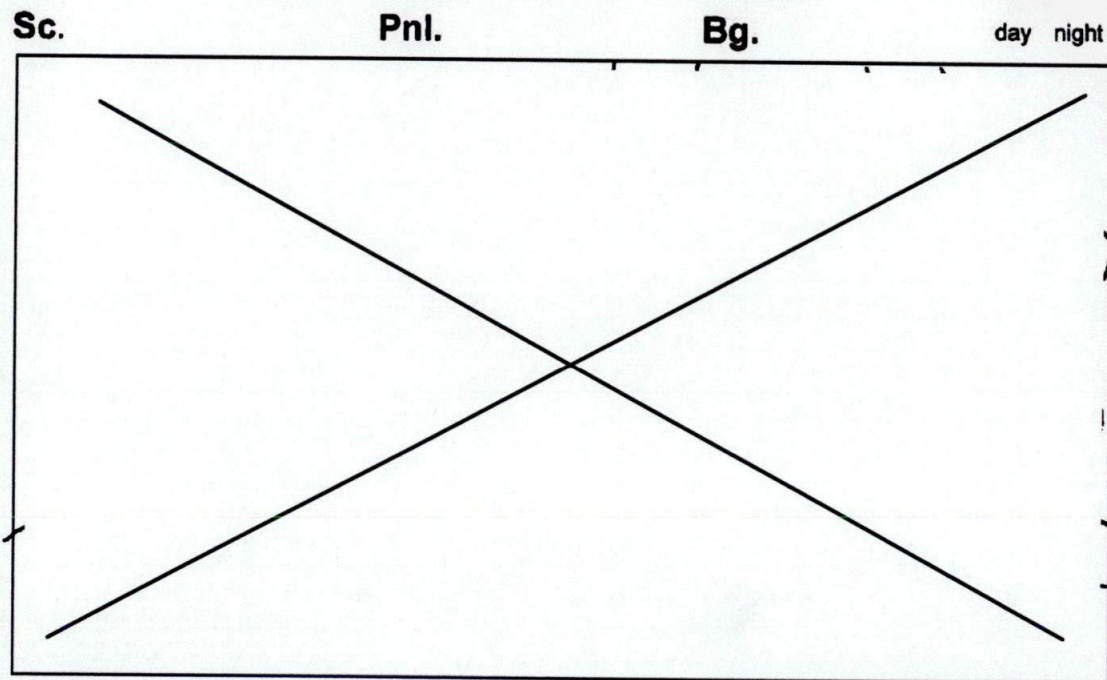
1025/204

1025/204

ADVENTURE TIME



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Dialog:		SFX: * PAF *
Action:		SP - SOCK TURNS INTO MUFFINS .
Timing:		NOV 06 2014

1025-204B

EPISODE #

1025/204B

Production :

1025/204B

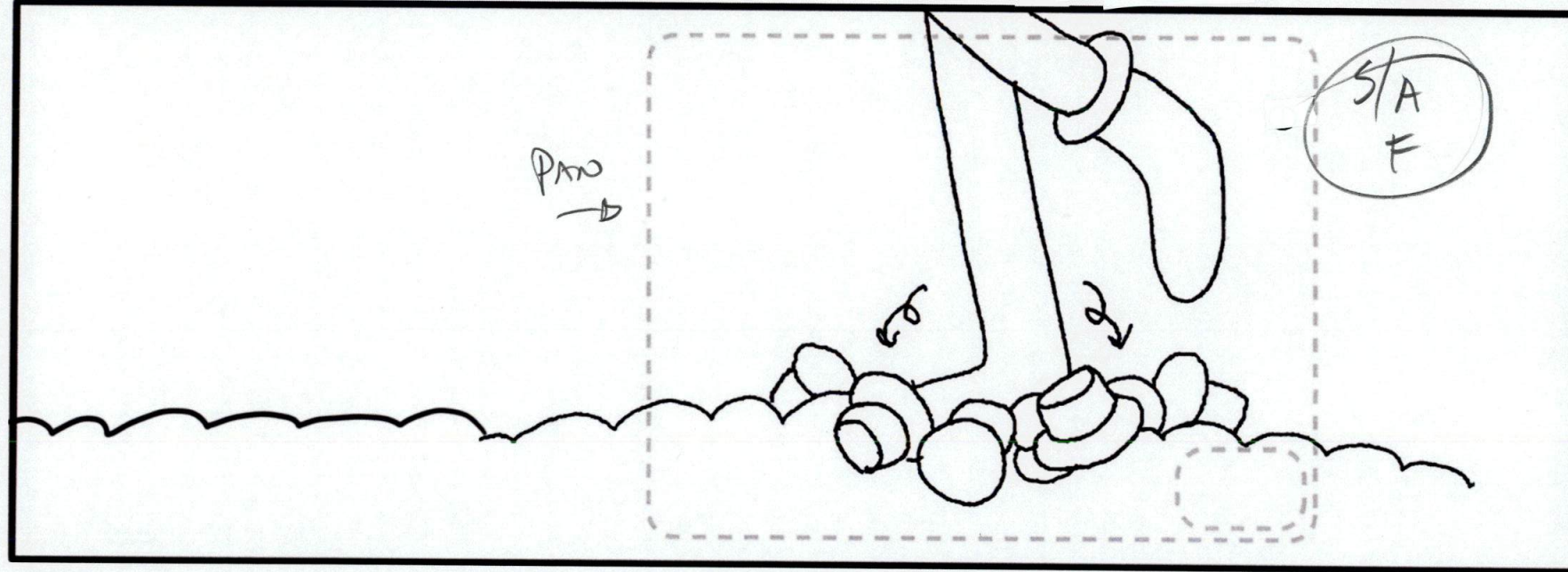
1025/204B

ADVENTURE TIME



Page 102
day night

Sc. 7S CONT Bg. day night Pnl. Bg.

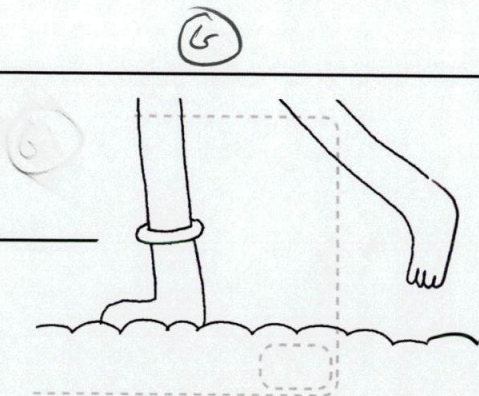


Dialog:

Action:

Finn takes another step

Timing:



NOV 06 2011

EPISODE #

Production:

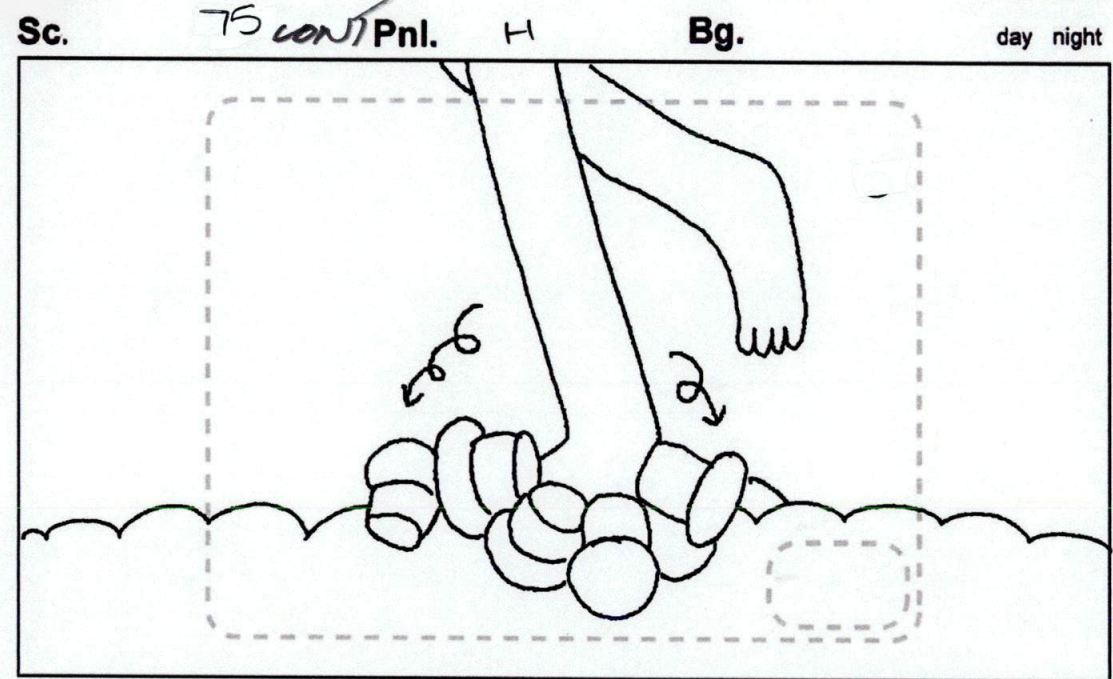
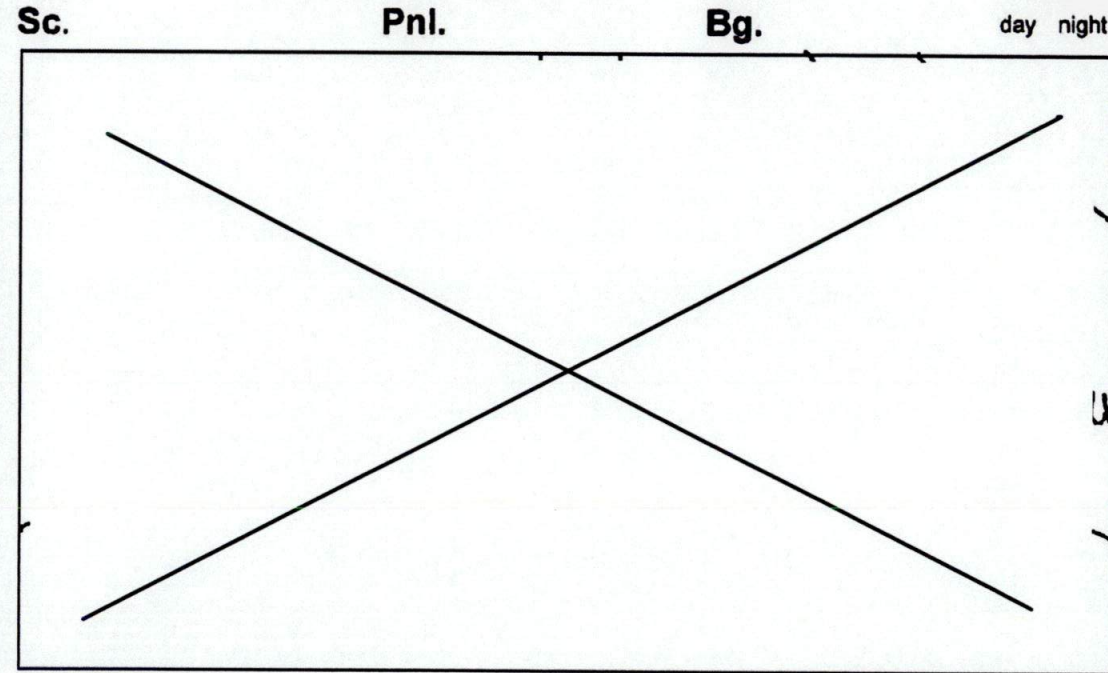
1025/204

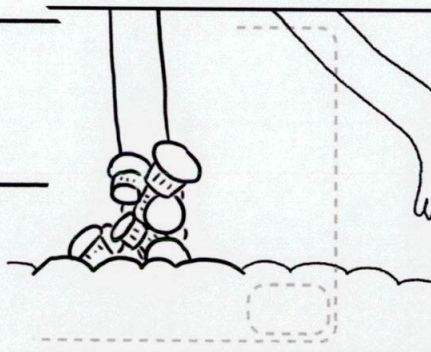
1025/204

ADVENTURE TIME



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Dialog:		SFX: PAF	
Action:		- SOCK TURNS INTO MUFFINS .	
Timing:		NOV 06 2014	

EPISODE # 1025-204B

Production :

1025/204B

1025/204B

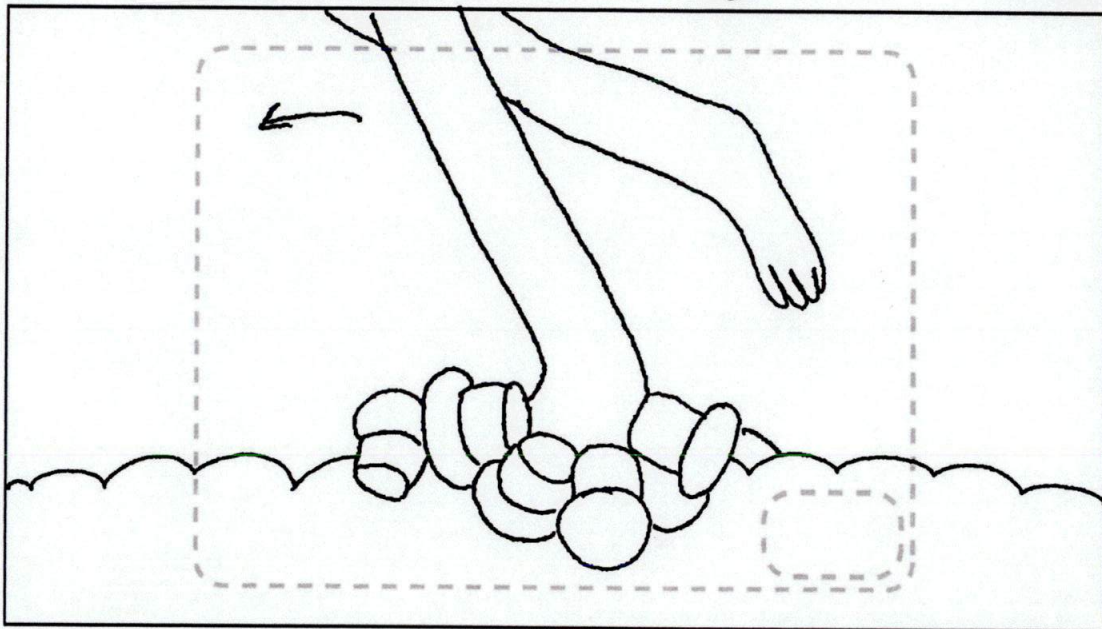
ADVENTURE TIME



Ho Cut

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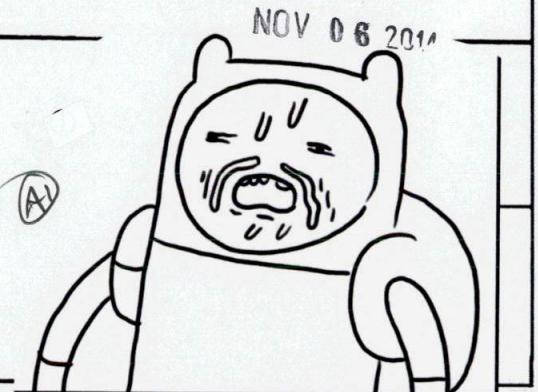
Sc. 75 cont Pnl. I Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog:	(PATHETIC) MATHMATIC LAUBLAUGH HH.
Action:	- F. FALLS FORWARD.
Timing:	NOV 06 2014



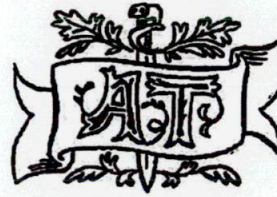
EPISODE # 1025-204B

Production :

1025/204B

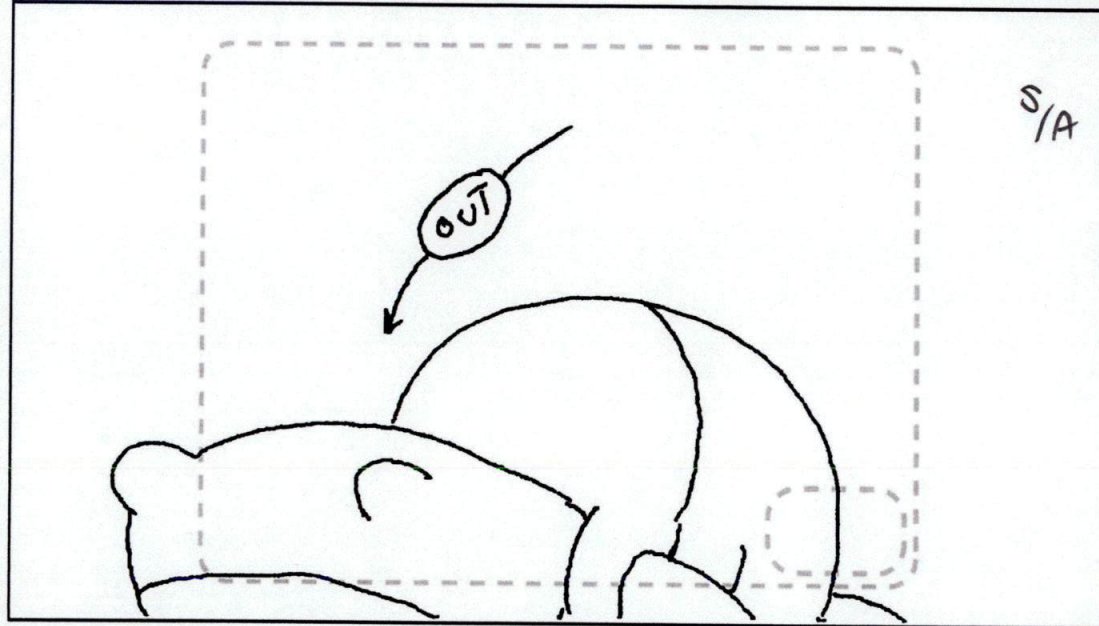
1025/204B

ADVENTURE TIME

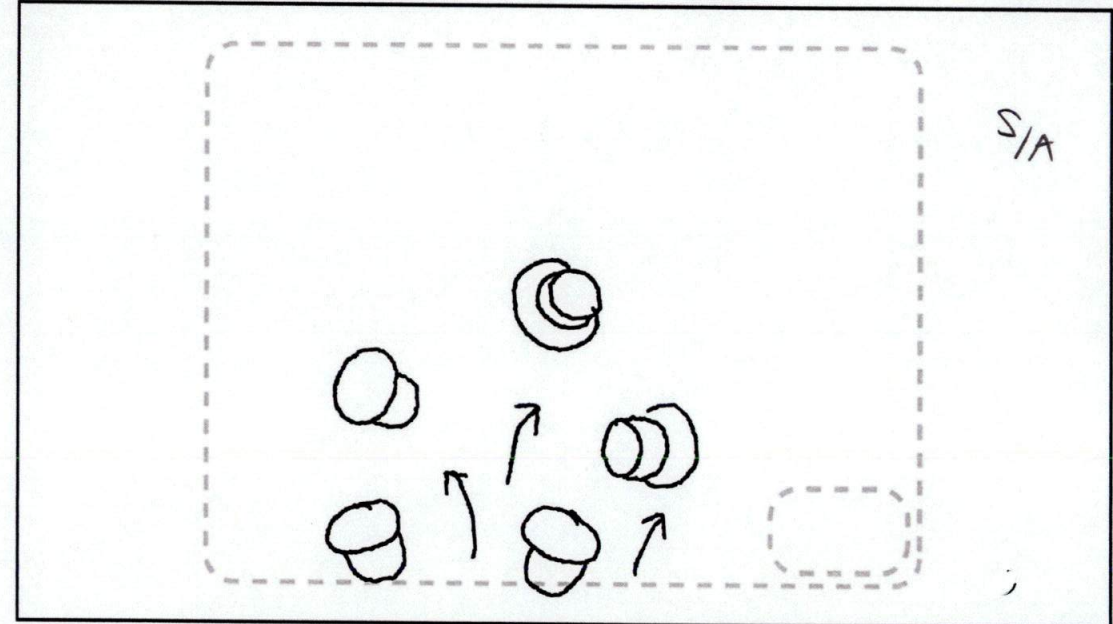


Page 105

Sc. 70 CONT Pnl. B Bg. day night



Sc. 70 CONT Pnl. C Bg. day night



Dialog:

SFX : * WHUMP *

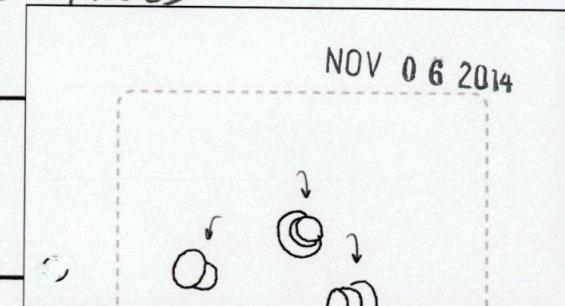
Action:

- F FALLS OFF/S.

- SOME MUFFINS ARE TOSSED
UP BY IMPACT

Timing:

(C)



Production :

EPISODE # 1025-204B

1025/204B

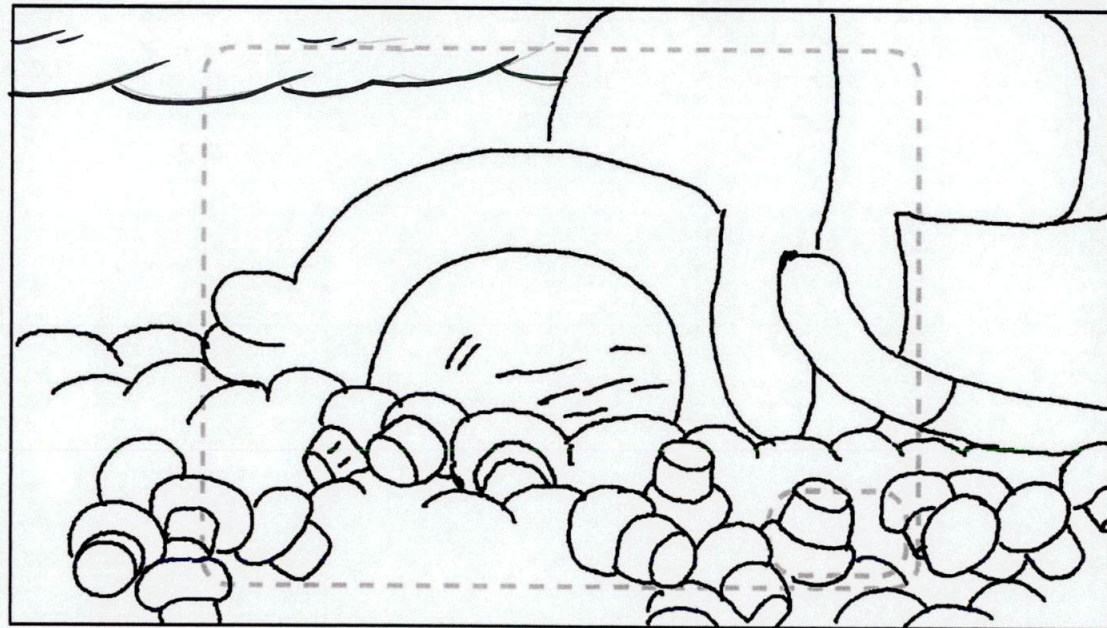
1025/204B

ADVENTURE TIME

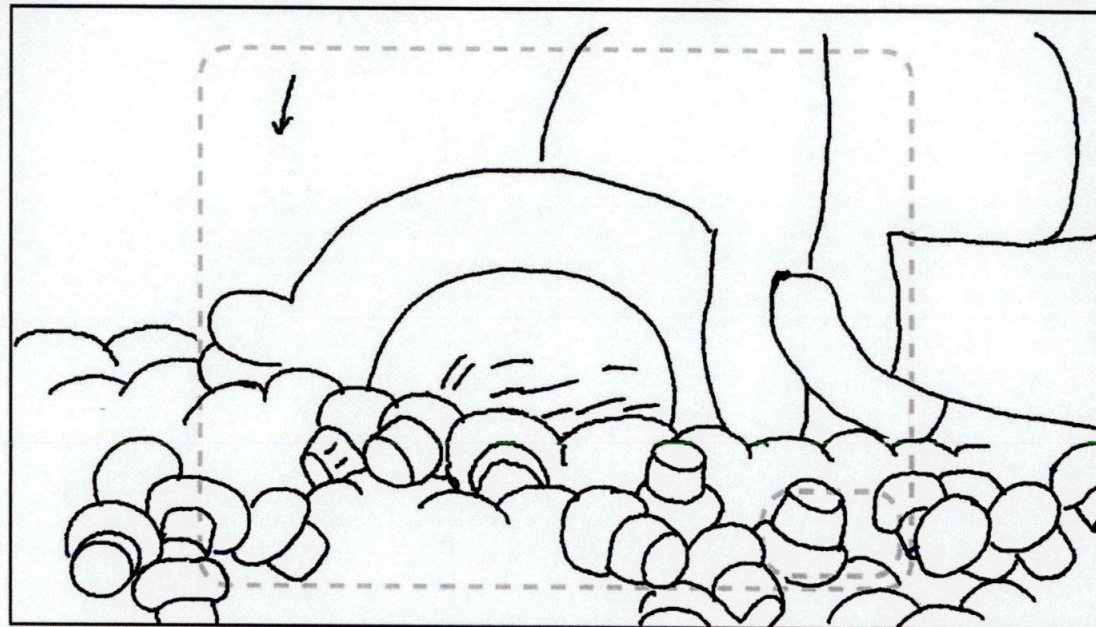


Page 106

Sc. 77 Pnl. A Bg. day night



Sc. 77 cont Pnl. B Bg. day night



Dialog:

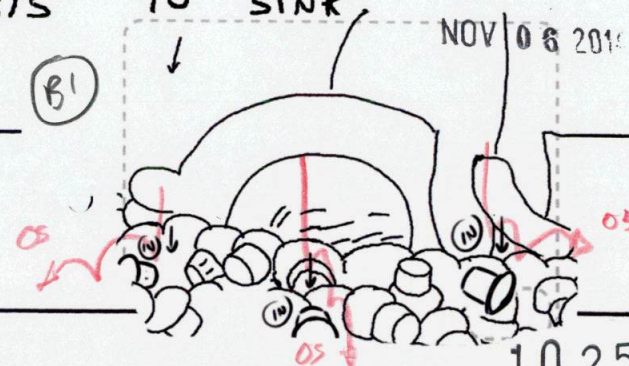
SFX: muffins landing

Action:

-F. FACE DOWN IN MUFFINS.

-F STARTS TO SINK

Timing:



1025-204 B

EPISODE #

1025/204 B

Production :

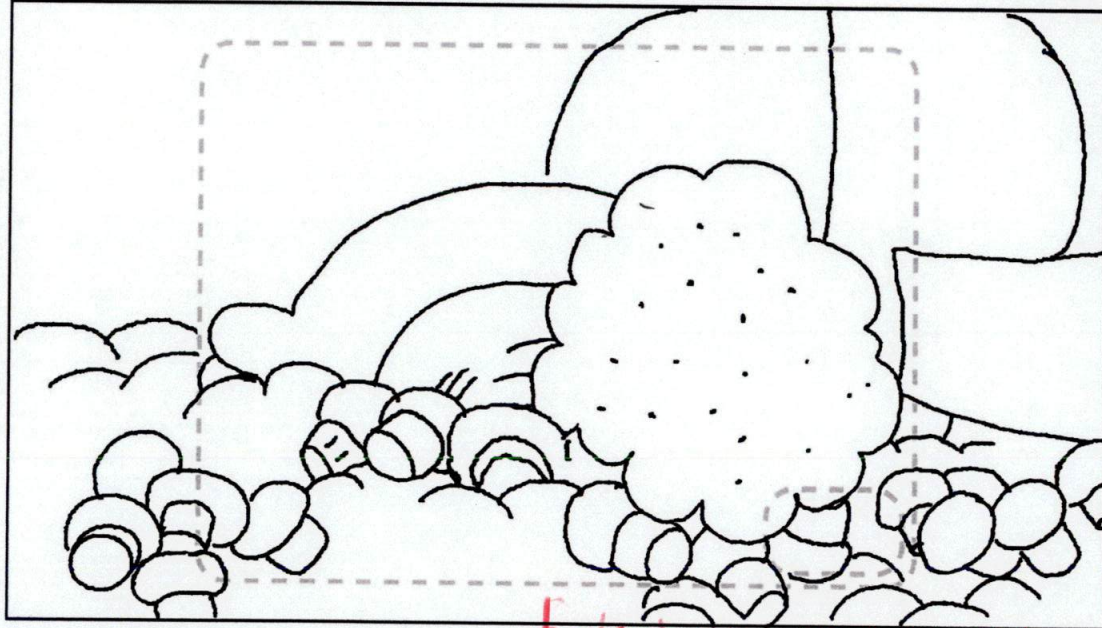
1025/204 B

ADVENTURE TIME



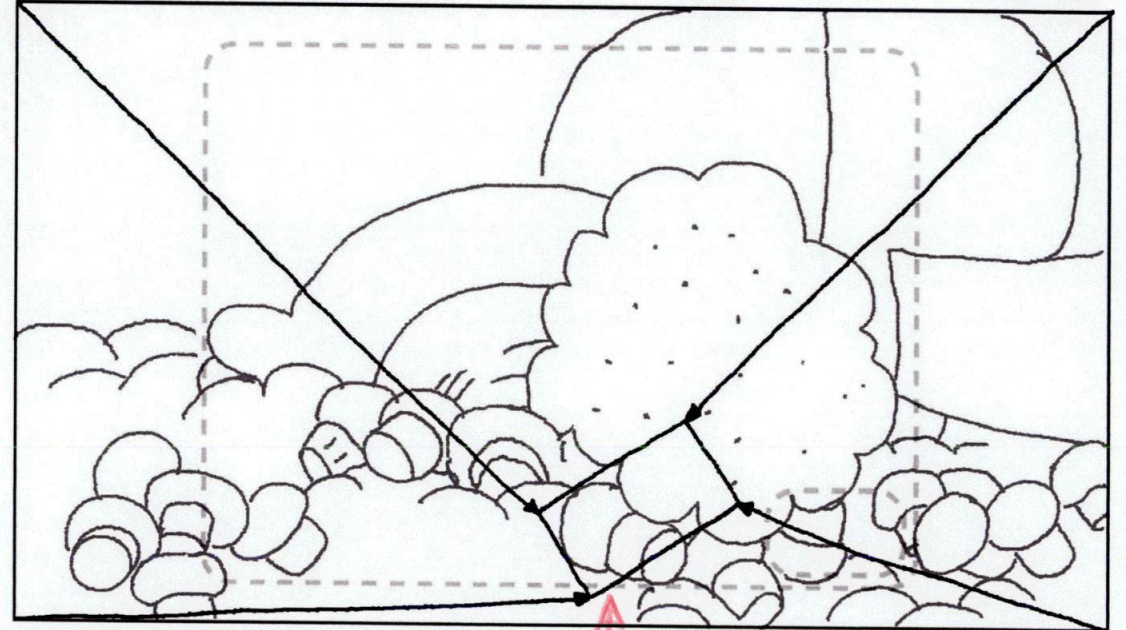
Page 107

Sc. 77 CONT Pnl. C Bg. day night



Start Anim Truck IN

Sc. 77 CONT Pnl. D Bg. day night



Dialog:

Q - DRY COFF -

FIELD
animate truck in →

Action:

- CLOUD of GERMS SHOOTs OUT FROM CAUGH.

Timing:

NOV 06 2014

EPISODE # 1025-204 B

Production :

1025/204 B

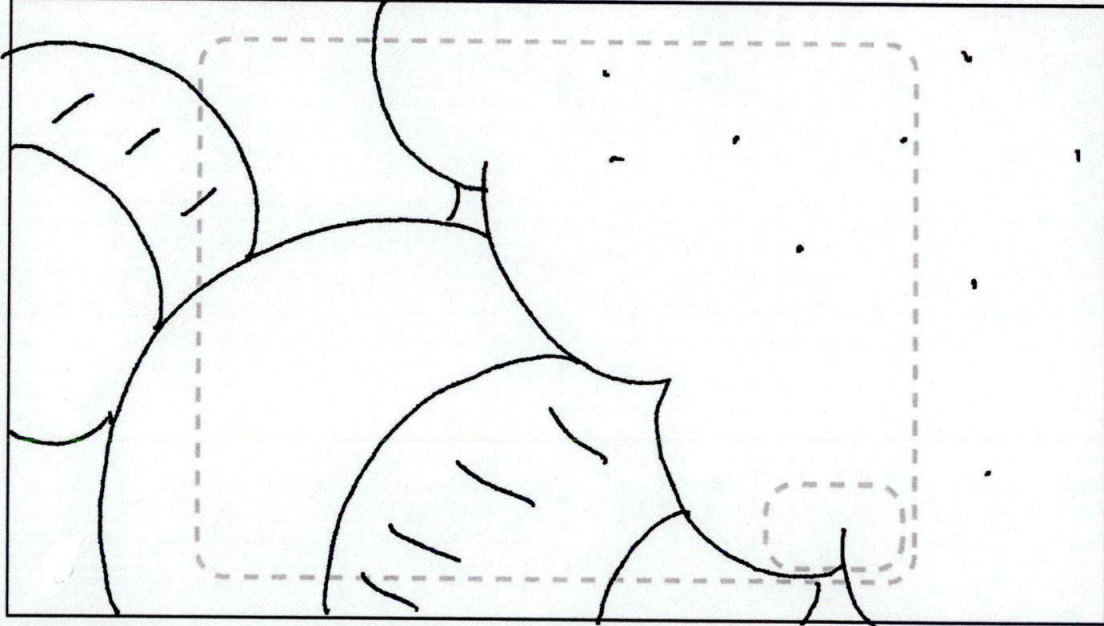
1025/204 B

ADVENTURE TIME

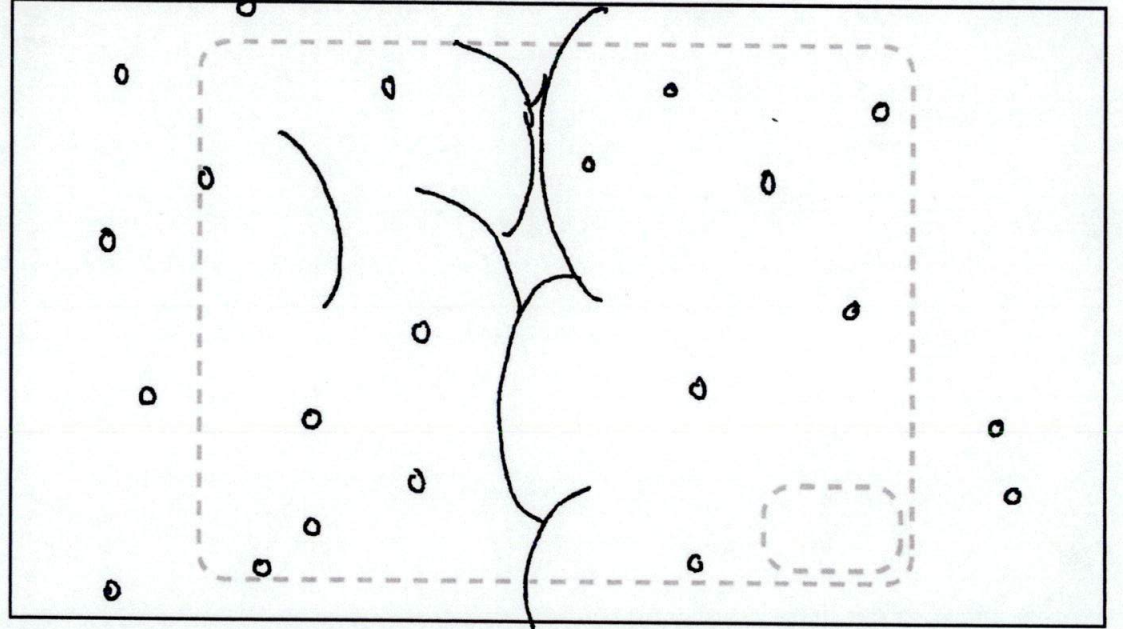


Page ⁵⁸ 108

Sc. 77 CONT Pnl. E Bg. day night



Sc. 77 CONT Pnl. F Bg. day night



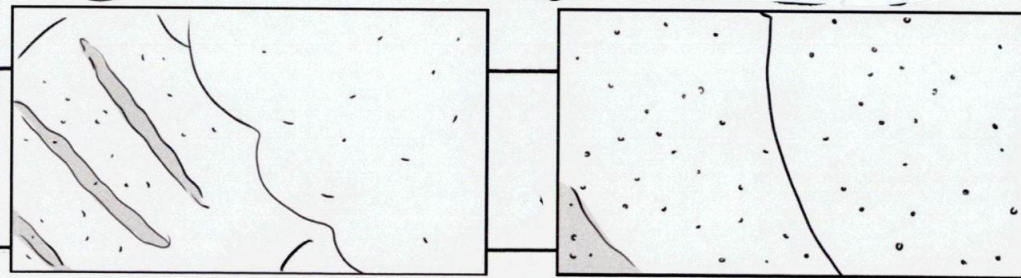
Dialog:

Cont animated truck →

Action:

(E1) ~~NOV 06 2014~~

Timing:



(E2)

NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

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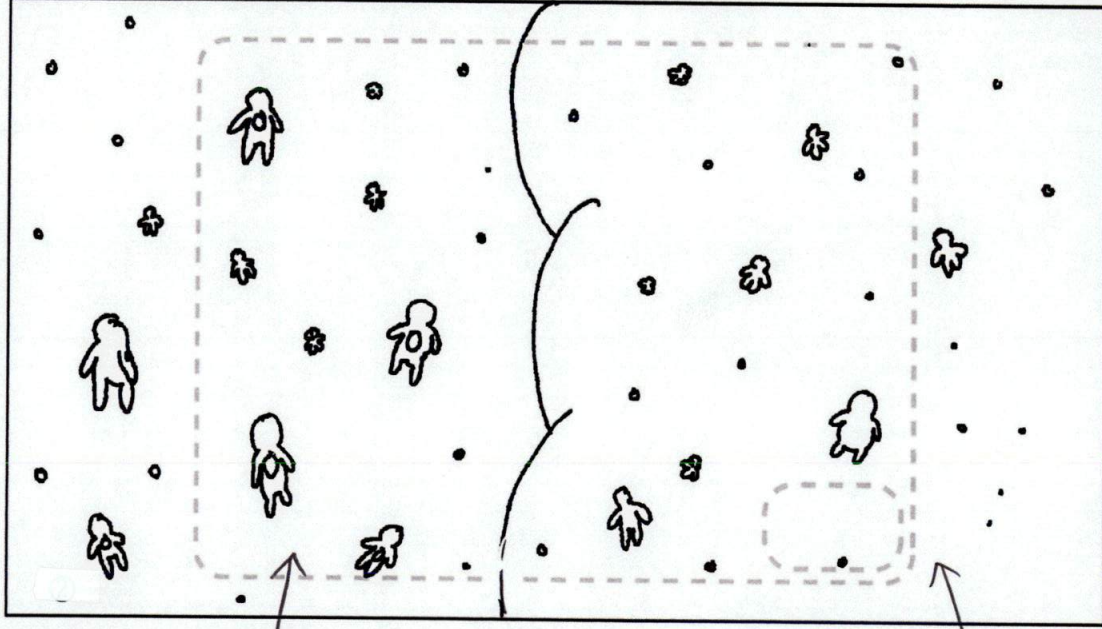
1025/204B

ADVENTURE TIME

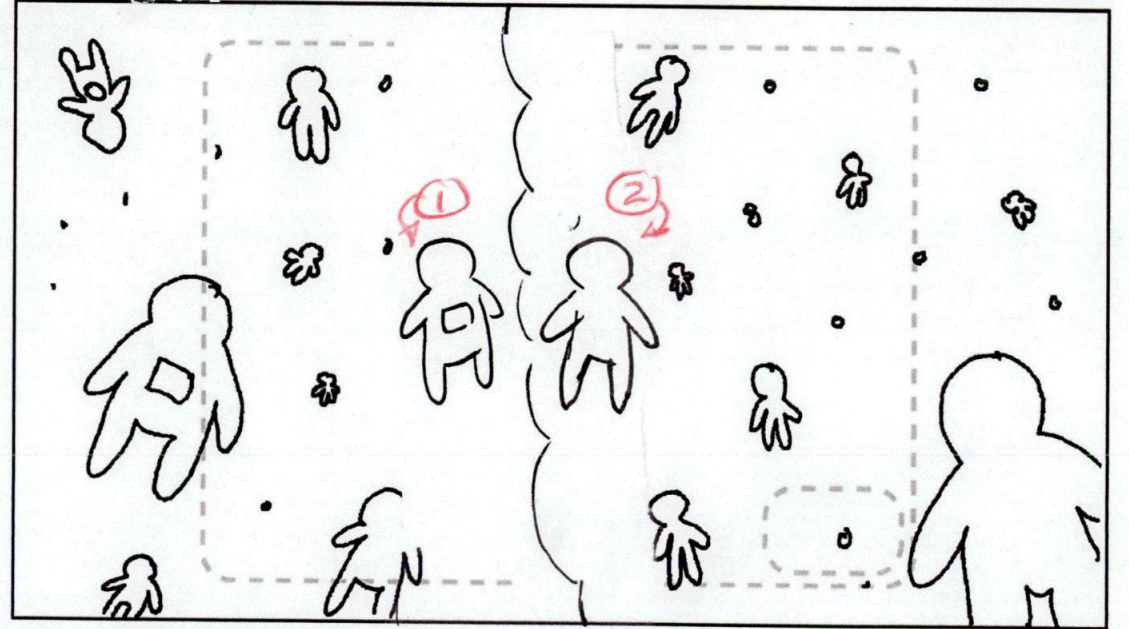


Page 109

Sc. 77 CONT Pnl. G Bg. day night



Sc. 77 CONT Pnl. H Bg. day night



Dialog:

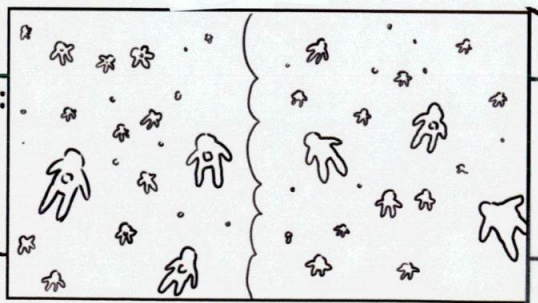
MUFFIN NANTES (PALE YELLOW)

RAT GERMS. (GREENISH)

Action:

(G2)

Timing:



(H1)
NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

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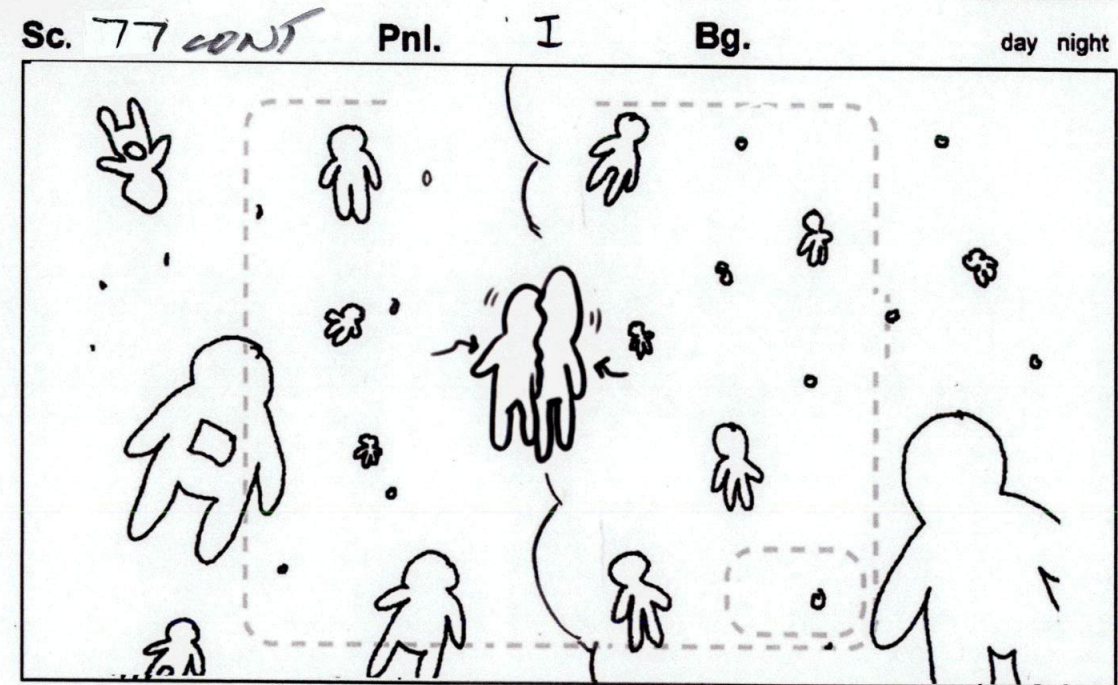
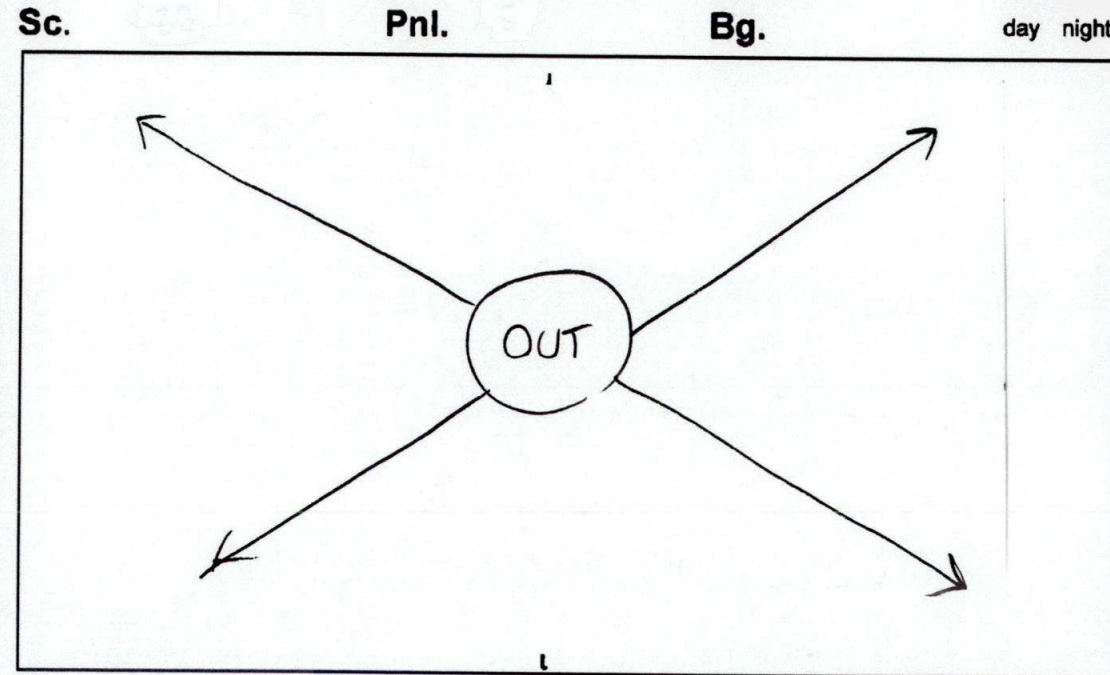
1025/204B

1025/204B

ADVENTURE TIME



Page 110



Dialog:	
Action:	<p>SFX: * VMMM *</p> <p>- RAT GERM AND MUFFIN NANITE MERGE TOGETHER.</p>
Timing:	<p>NOV 06 2014</p>

EPISODE # 1025-204B

Production :

1025/204B

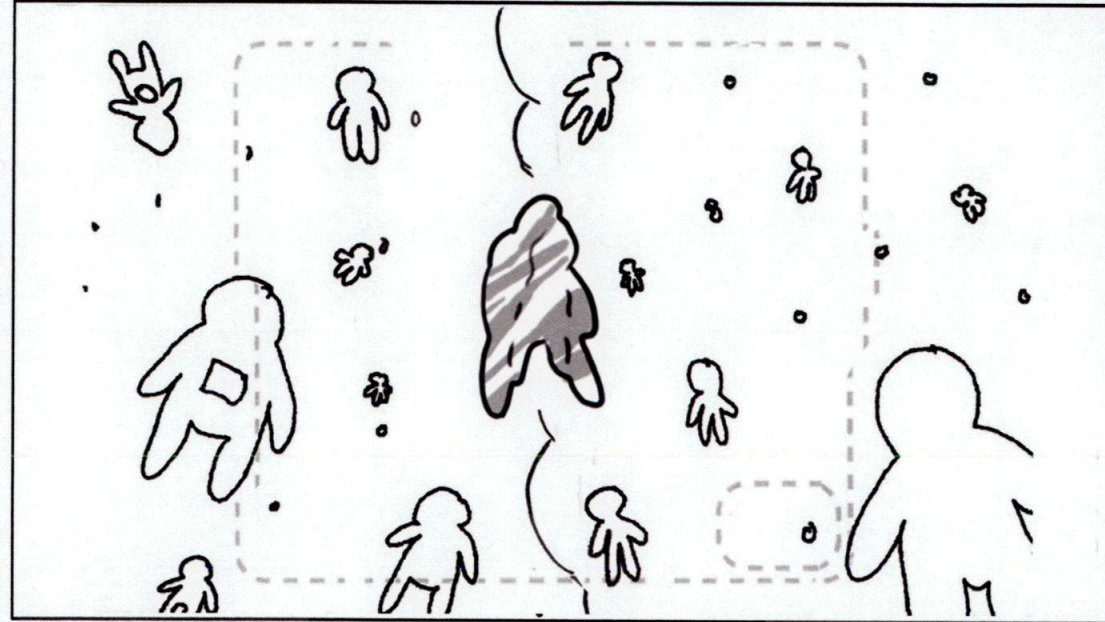
1025/204B

ADVENTURE TIME

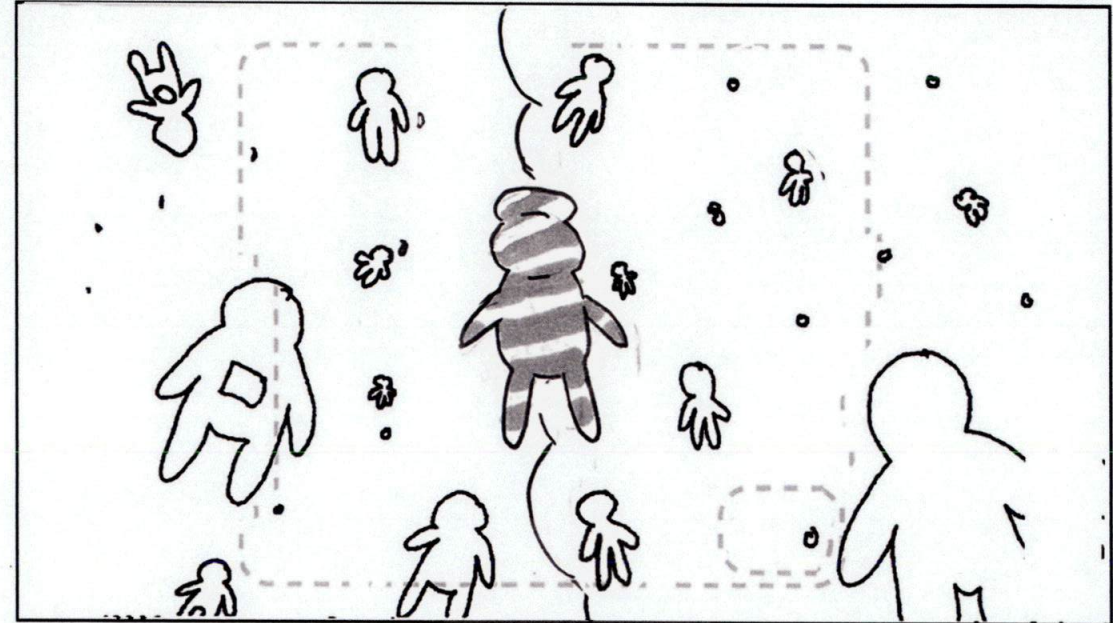


Page 111

Sc. 77 *CONT* Pnl. J Bg. day night



Sc. 77 *CONT* Pnl. K Bg. day night



Dialog:

SFX: * VMMM *

Action:

- RAT GERM AND MUFFIN NANITE MERGE TOGETHER.

NOV 06 2014

Timing:

EPISODE # 1025-204B

1025/204B

Production :

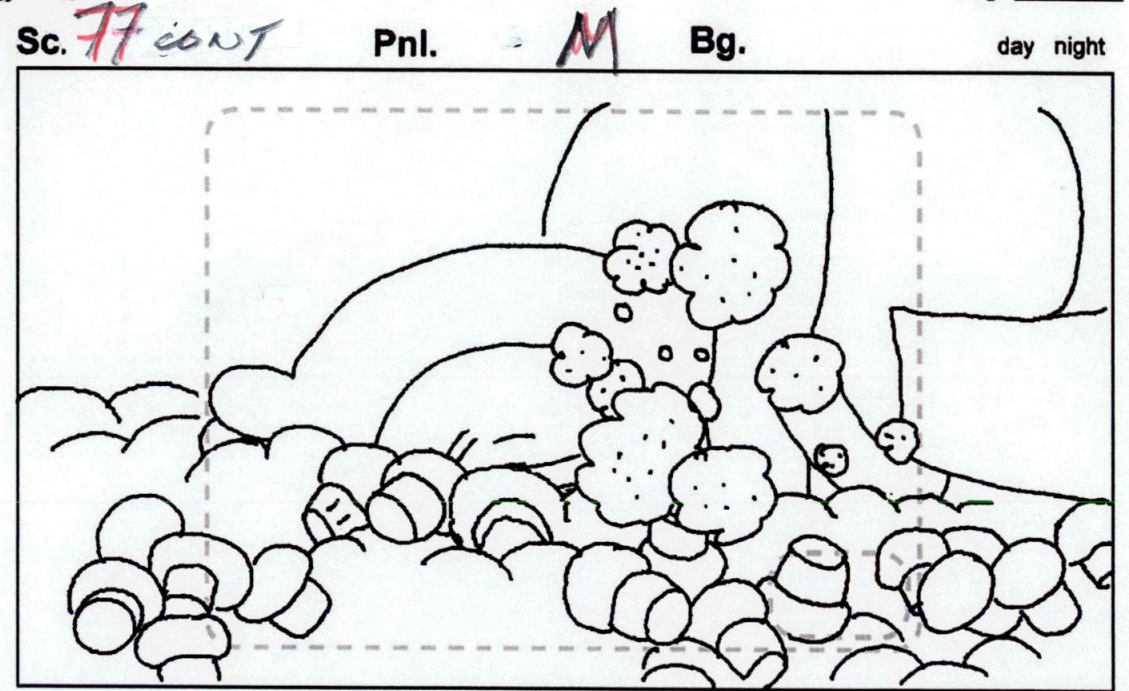
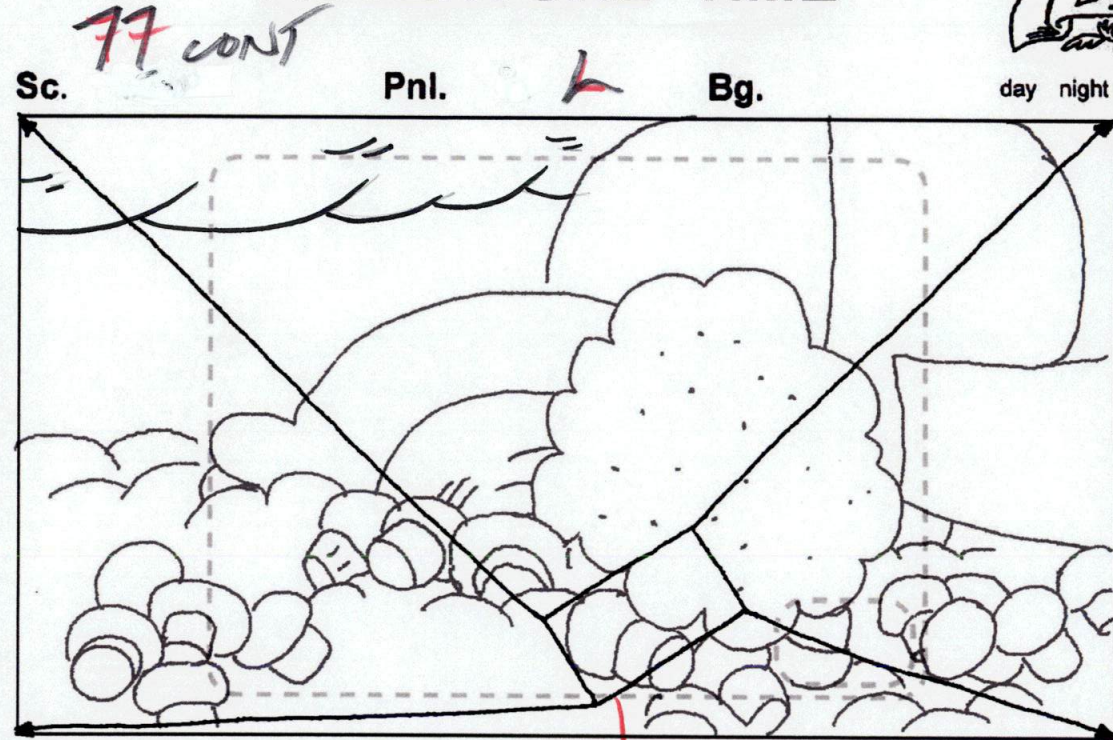
1025/204B

1025/204B

ADVENTURE TIME



Page 112



Dialog:

SFX: music

Action:

- ZOOM OUT.

- GERM CLOUD DISSIPATES.

NOV 06 2014

Timing:



EPISODE # 1025-204B

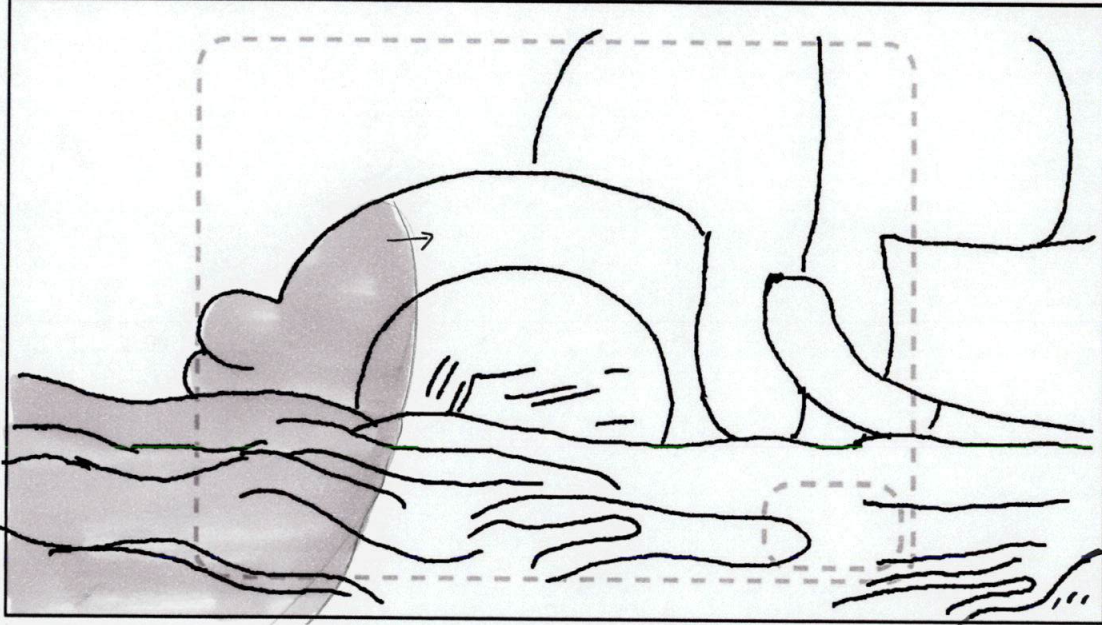
Production :

1025/204B

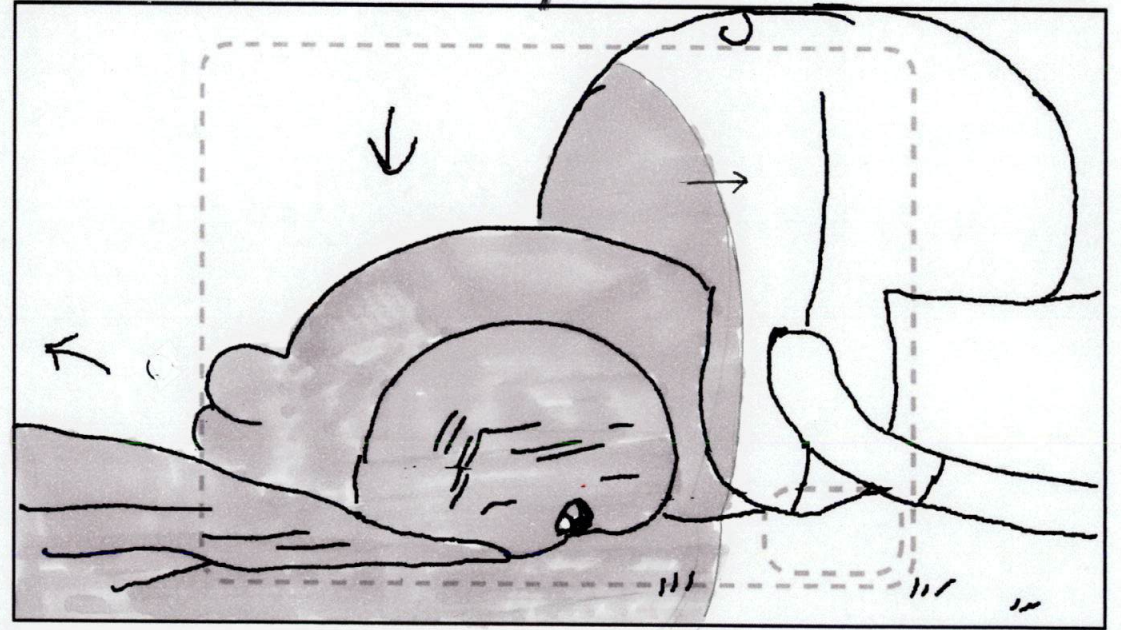
ADVENTURE TIME



Sc. 77 CONT Pnl. 101 Bg. day night



Sc. 77 CONT Pnl. 102 Bg. day night



Dialog:

SFX: gurgling

Action:

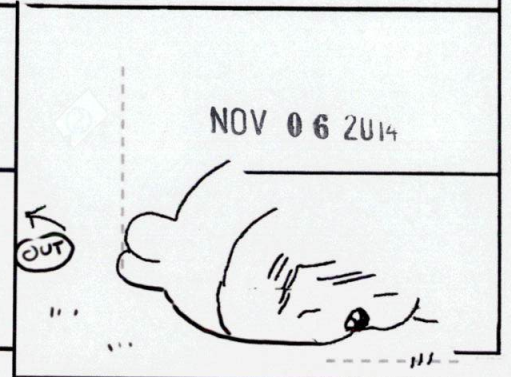
- MUFFINS MELTS. RIBBONS OF MUFFIN COLOUR AND SLIDES OFF.

Timing:

& SICK COLOUR.

(PI)

NOV 06 2014



EPISODE # 1025-204B

Production :

1025/204B

1025/204B

NO SC 78

NO SC 78

ADVENTURE TIME



HO CUT

Page 114

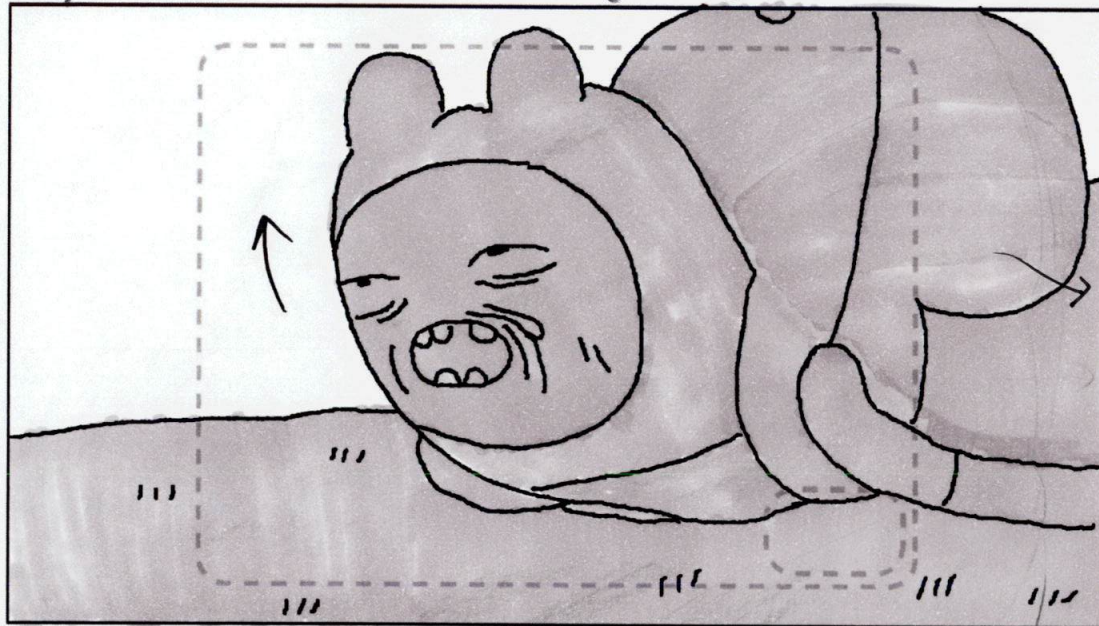
Sc. 77 CONT

Pnl.

Q

Bg.

day night

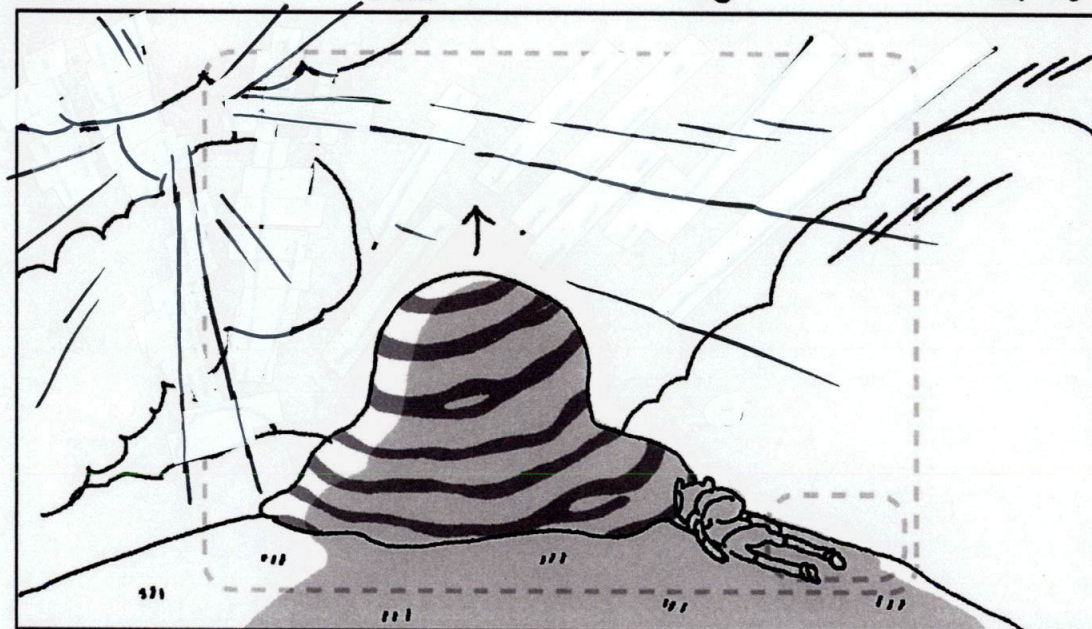


Sc. 79

Pnl. A

Bg.

day night



Dialog:

SFX: gurgling

Action:

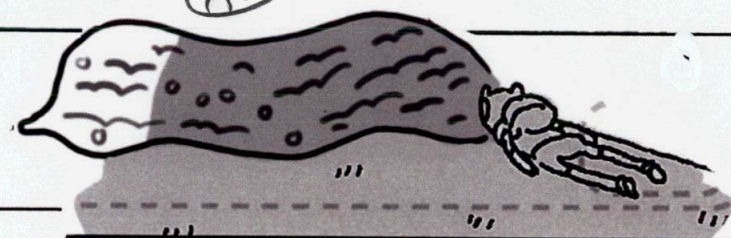
- F. RAISES HEAD WEAKLY.

- RIBBONS OF GERMS & MUFFIN.

AI

NOV 06 2011

Timing:



EPISODE # 1025-204B

Production :

1025/204B

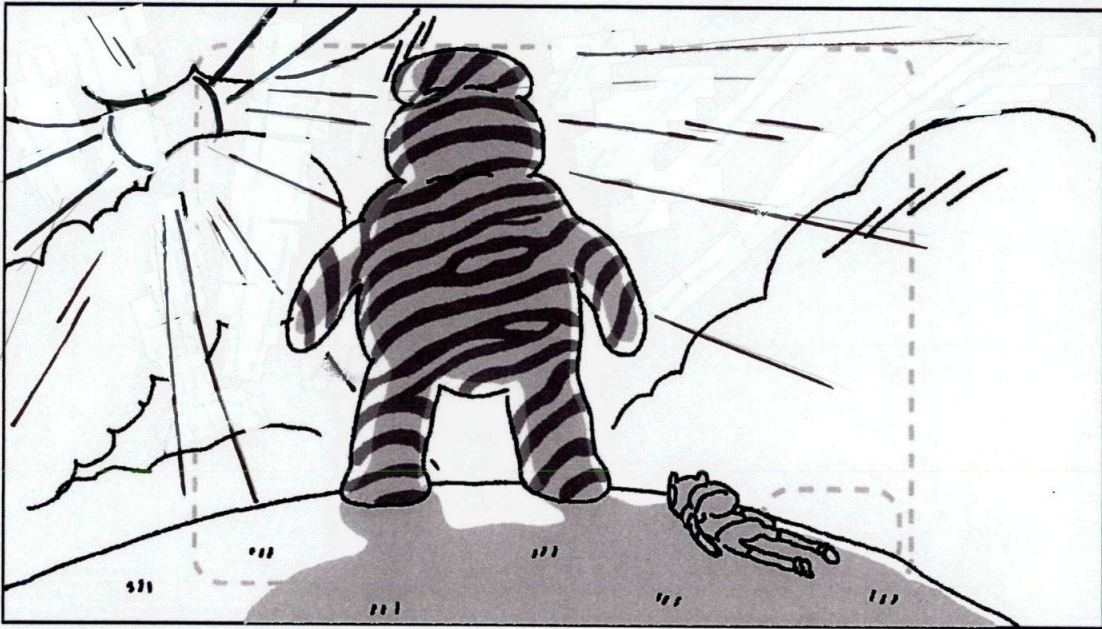
1025/204B

ADVENTURE TIME

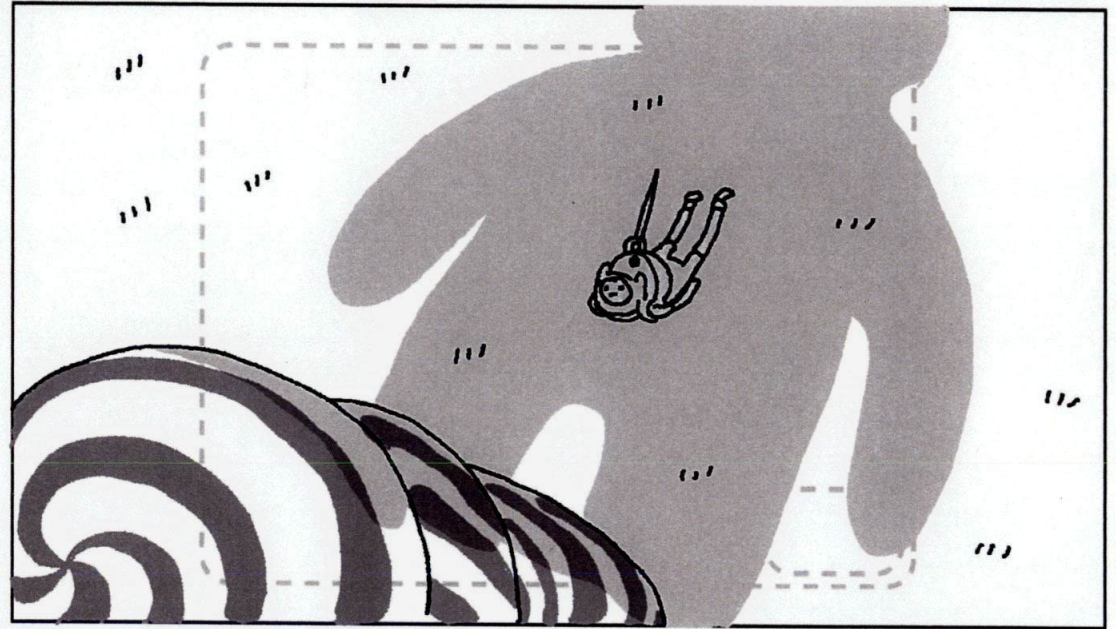


Page 115

Sc. 79 *cont* Pnl. B Bg. day night



Sc. 80 Pnl. A Bg. day night



Dialog: ^(vo) BEAST ATTENTION!		^(vo) BEAST I BRING A MESSAGE FROM -	
Action: - GIANT FORMS FROM SWIRLING GOO.			
Timing:		NOV 06 2014	

1025-204B
EPISODE #
Production :

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1025/204B

1025/204B

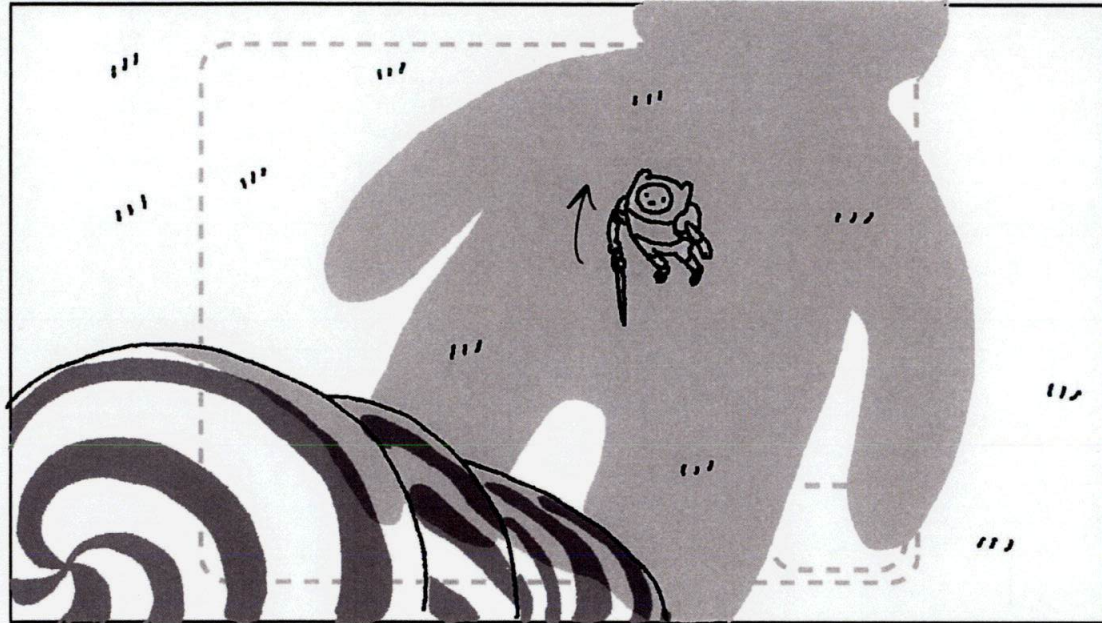
1025/204B

ADVENTURE TIME



Page 116

Sc. 80 CONT Pnl. B Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog: BEAST (VO)
(CONT) THE MICROSCOPIC
WORLD!

BEAST: (VO)
WE CAN SEE YOU
WHEN YOU GO NUMBER
ONE!

Action:
-F. STANDS UP.

NOV 06 2014

Timing:

1025-204B

EPISODE #

1025/204B

Production :

1025/204B

ADVENTURE TIME

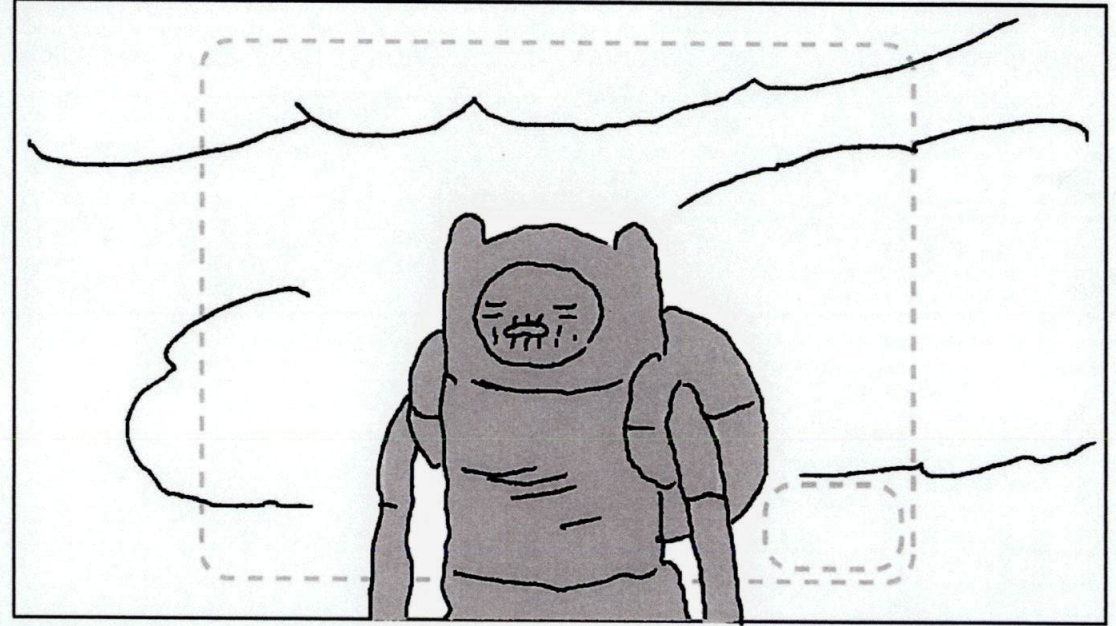


Page 117

Sc. 81 *CONT* Pnl. B Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:

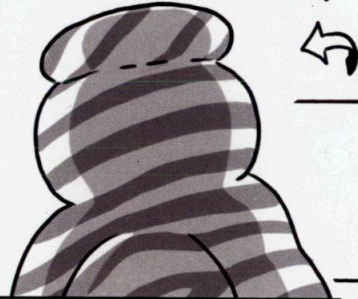
⑥ BEWARE!

Action:

- BEAST WALKS OFF/S.

Timing:

⑥



NOV 06 2014

EPISODE # 1025-204B

Production :

1025/204B

1025/204B

1025/204B

ADVENTURE TIME

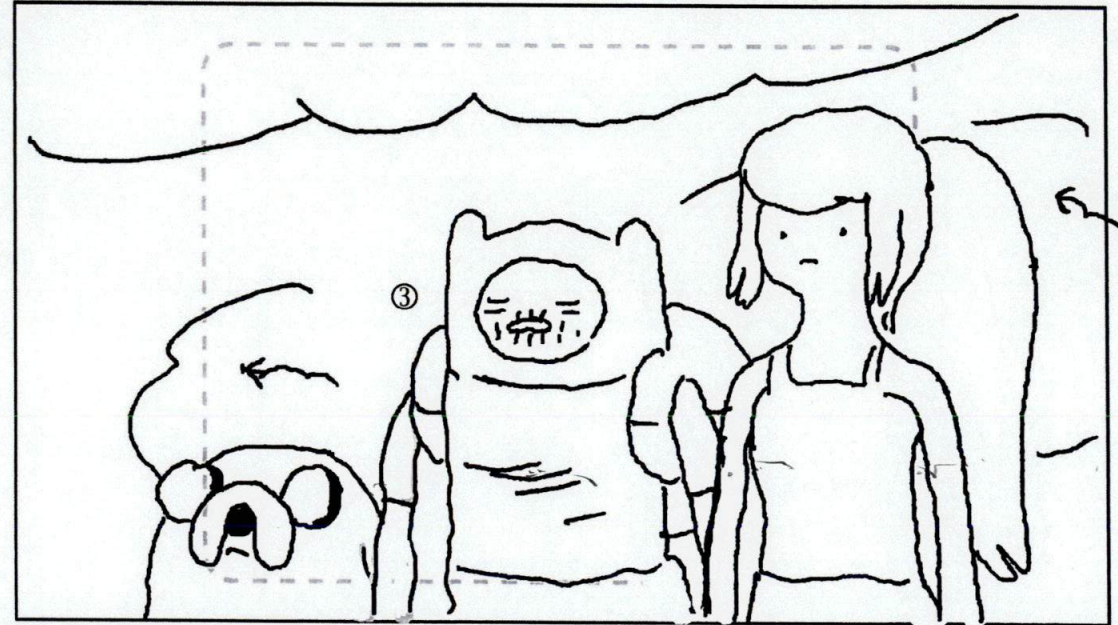


Page 118

Sc. 82 CONT Pnl. B Bg. day night



Sc. 82 CONT Pnl. C Bg. day night



HO cut

1025-204B

EPISODE #

1025/204B

Dialog:

B BEWARE!

Action:

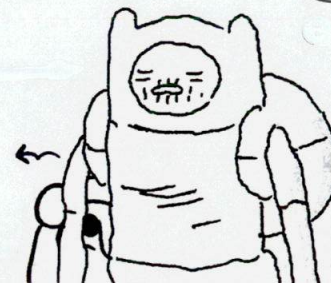
B1

SHADOW PASSES.

Timing:



- J + PB WALK ON/S.



NOV 06 2014

TU cut off

Production :

1025/204B

1025/204B

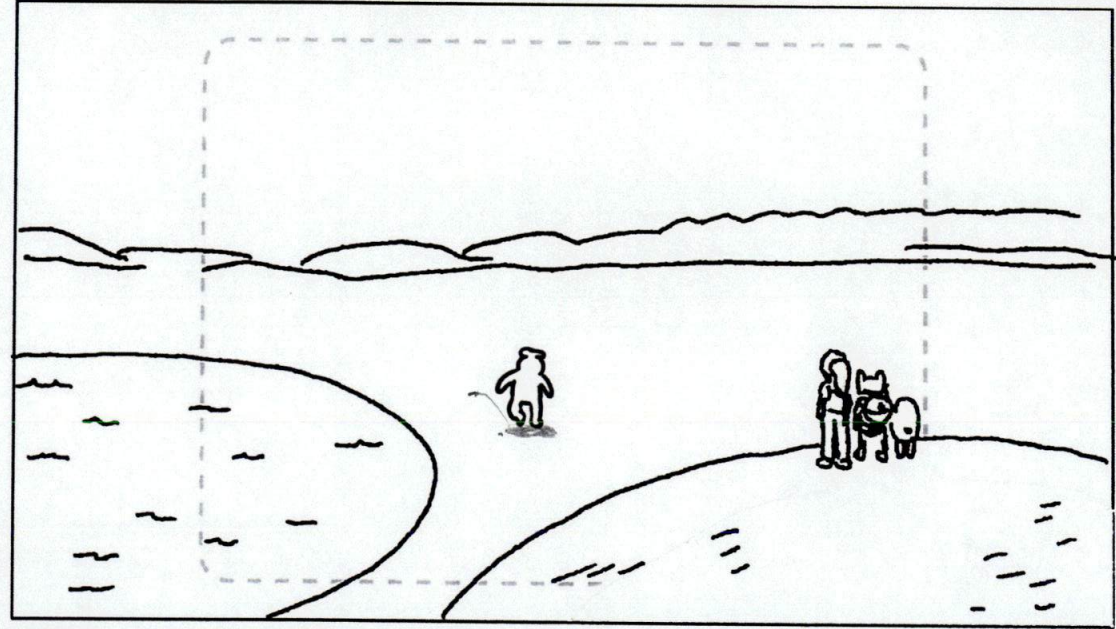
the cut

ADVENTURE TIME

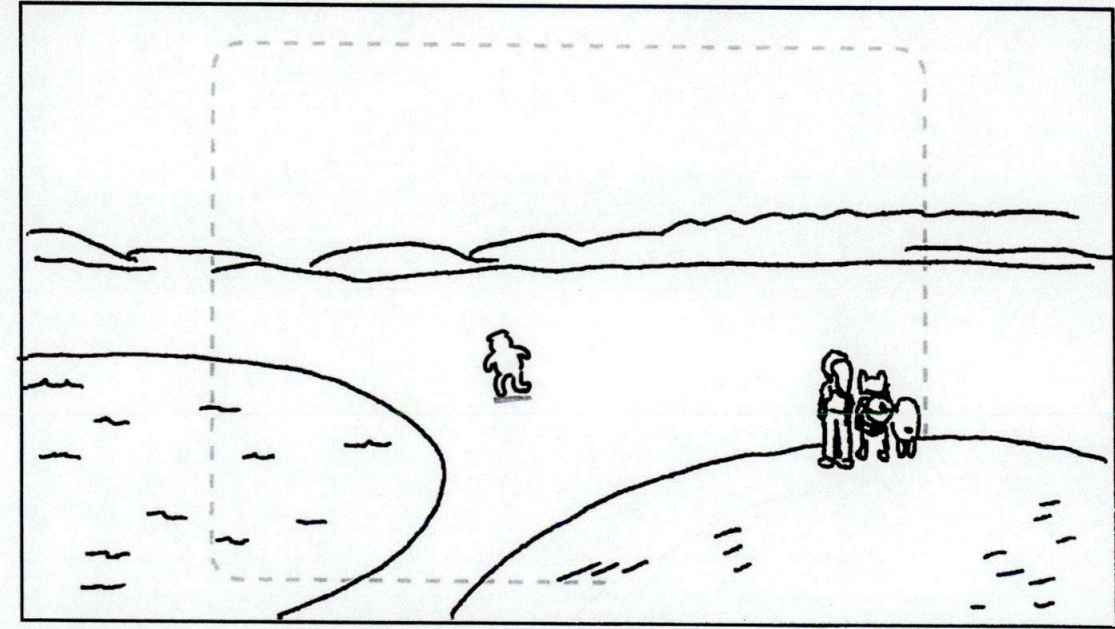


the cut

Sc. 83 Pnl. A Bg. day night



Sc. 83 CONT Pnl. B Bg. day night



Dialog:

Q BEWARE!

Action:

- BEAST LUMBERS INTO DISTANCE.

Timing:

(B1)

NOV 06 2011

EPISODE # 1025-204B

1025/204B

Production :

1025/204B

1025/204B

HO
cut

ADVENTURE TIME



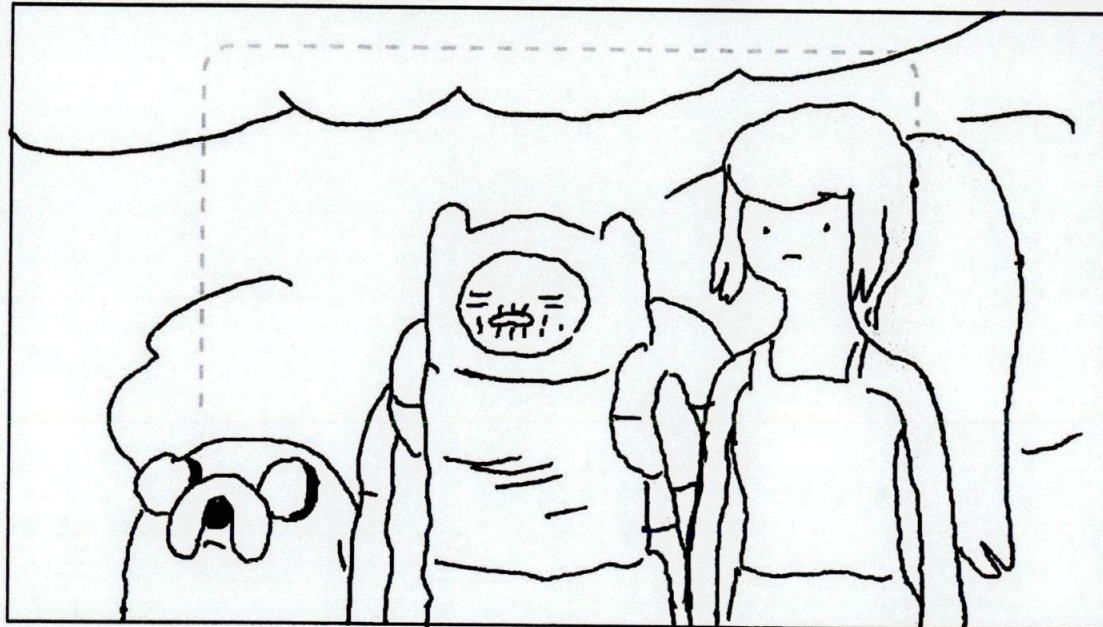
Page 120

Sc. 84

Pnl. A

Bg.

day night

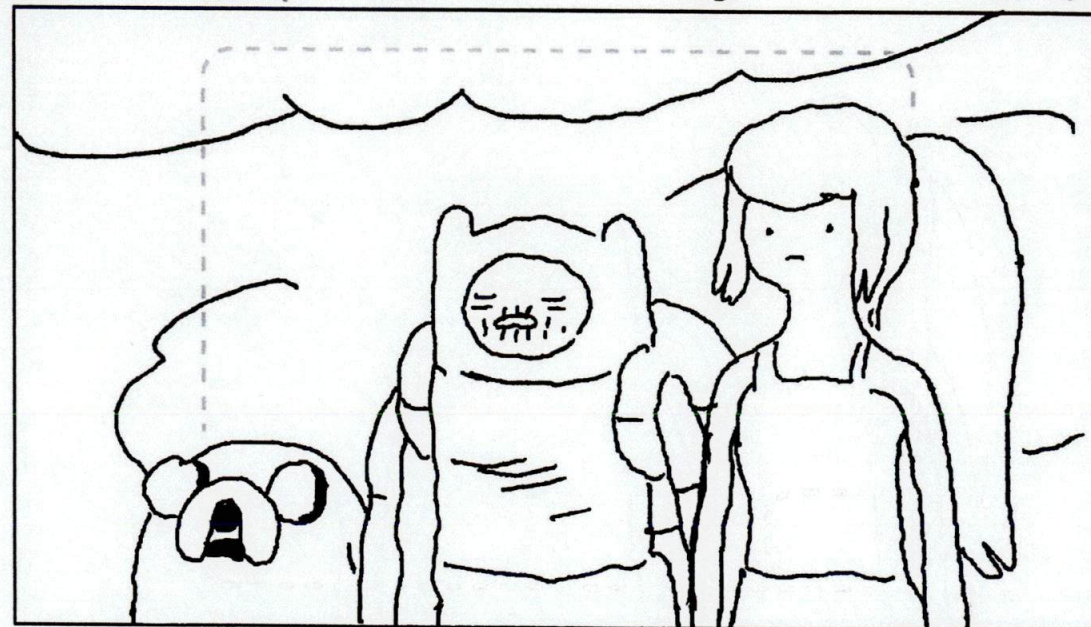


Sc. 84 CONT

Pnl. B

Bg.

day night



Dialog:

Q HUH!

Action:

Timing:

NOV 06 2011

EPISODE # 1025-204B

1025/204B

Production :

1025/204B

ADVENTURE TIME

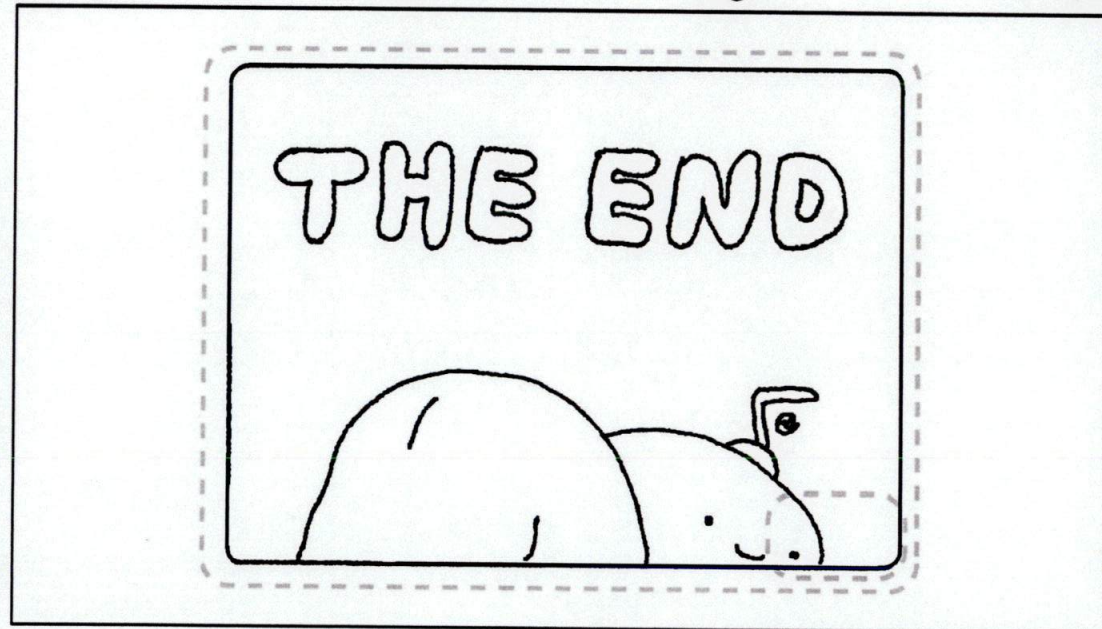


Sc. 85

Pnl. A

Bg.

day night

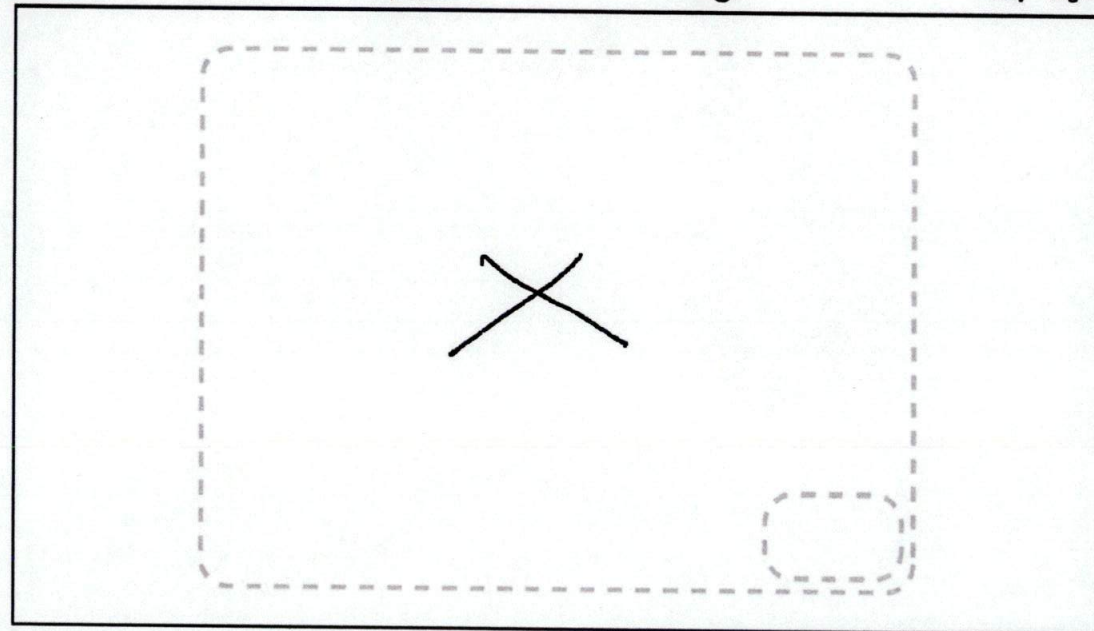


Sc.

Pnl.

Bg.

day night



Dialog:



Action:

Timing:

NOV 06 2014

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EPISODE # 1025-204B

Production :

1025/204B

1025/204B



"The Gift That Reaps Giving"
1025-204C
Final Board



Date 10/21/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 10/21/14
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Yu Guo

Animation Studio
SAEROM

NOV 06 2014

1025/204C

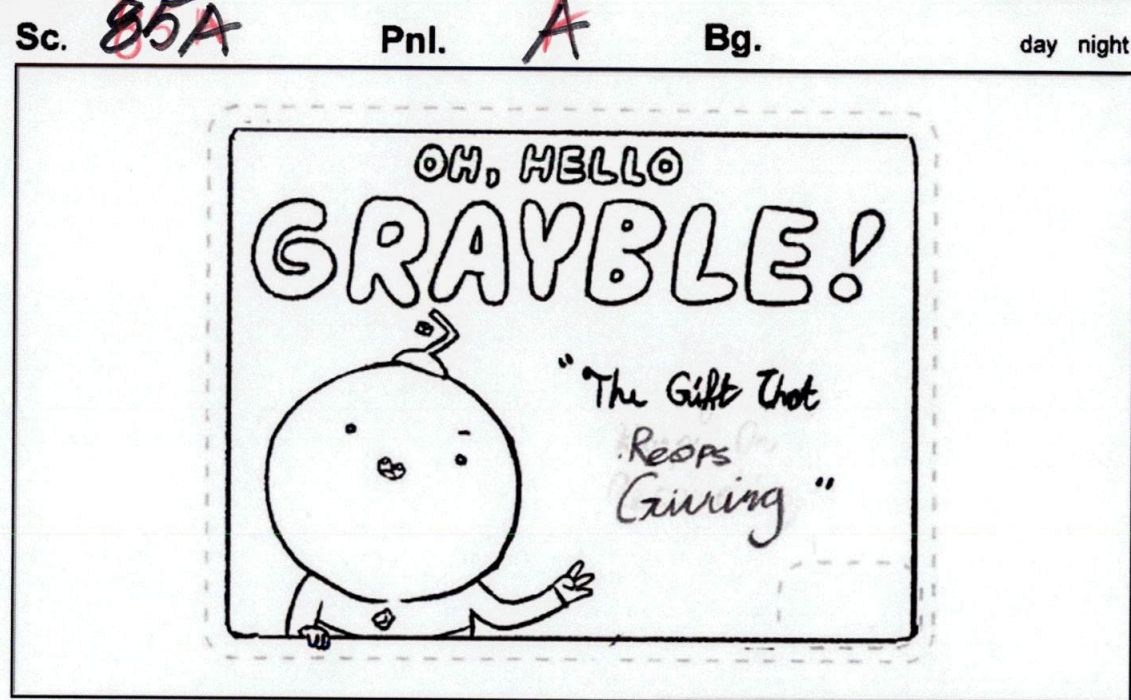
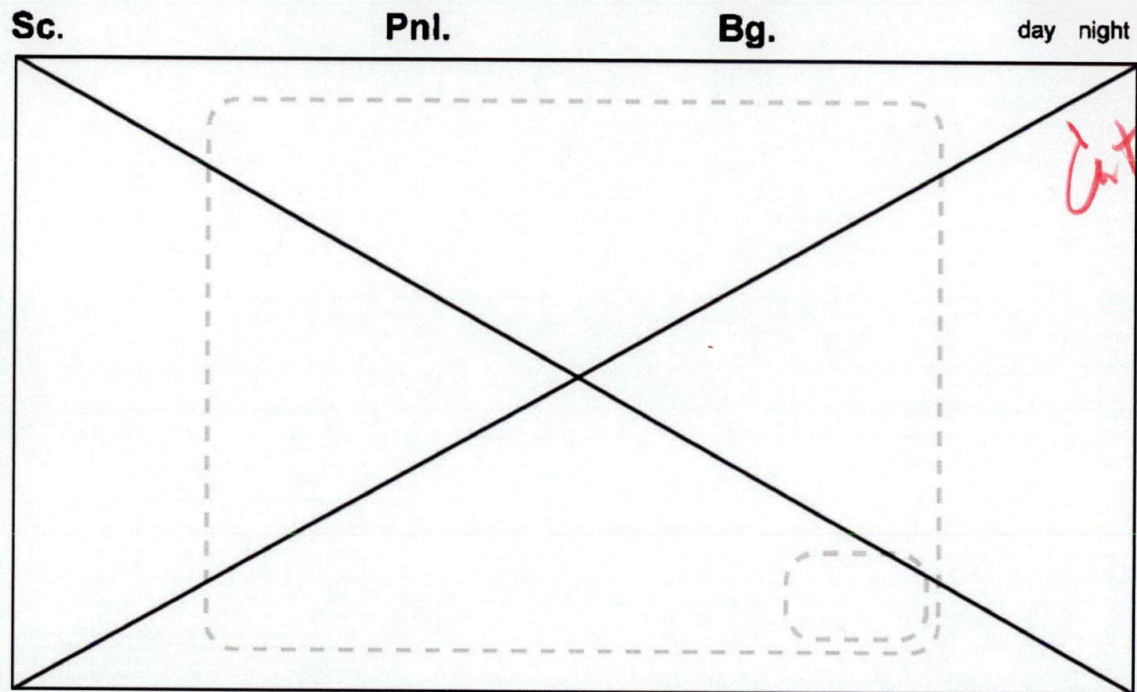
1025/204C

1025/204C

ADVENTURE TIME



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Dialog:

Action:

Timing:

NOV 06 2014

EPISODE #

Production :

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1025/2040

ADVENTURE TIME



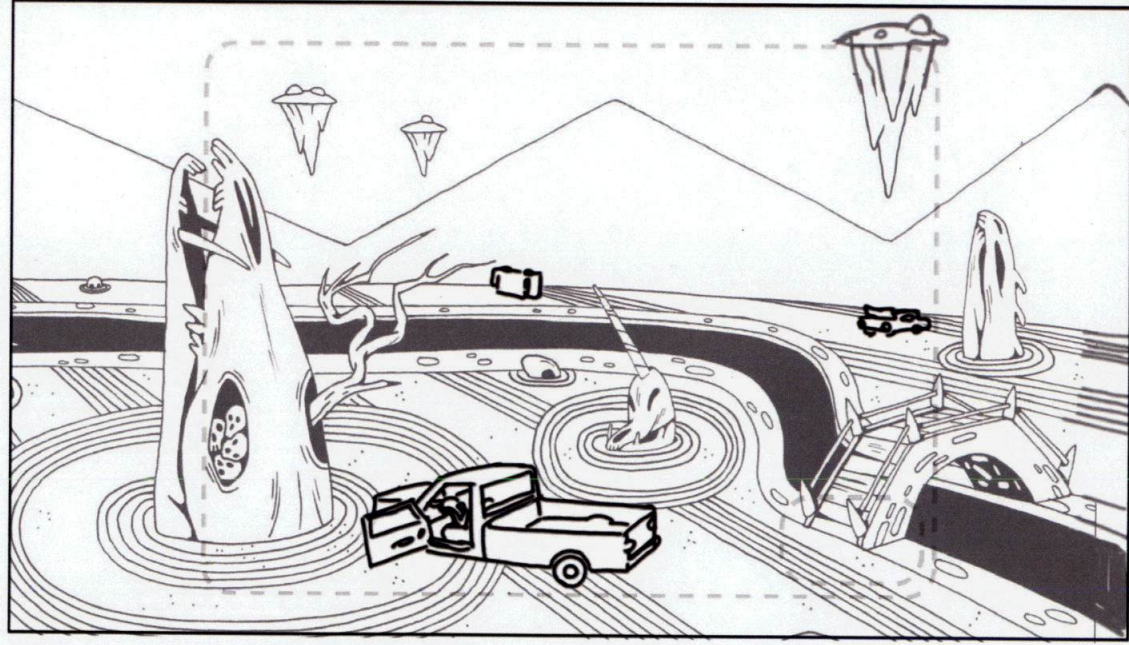
140
cut

Sc. 86

Pnl. A

Bg.

day night



Sc. 87

Pnl. A

Bg.

day night



Dialog:

D: My Darling Life, please
accept this... gift?

D: Gift?

Action:

music playing on radio

NOV 06 2014

Timing:

EPISODE #

1025/2040

Production :

1025/2040

ADVENTURE TIME



Page 124

Sc. Pnl. Bg. day night

Sc. 87 CONT Pnl. B Bg. day night

Dialog:

D: Hmm...

Action:

NOV 06 2014

Timing:

Handwritten red signature/initials.

EPISODE #
1025/2040

Production :

1025/2040

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1025/2040

ADVENTURE TIME



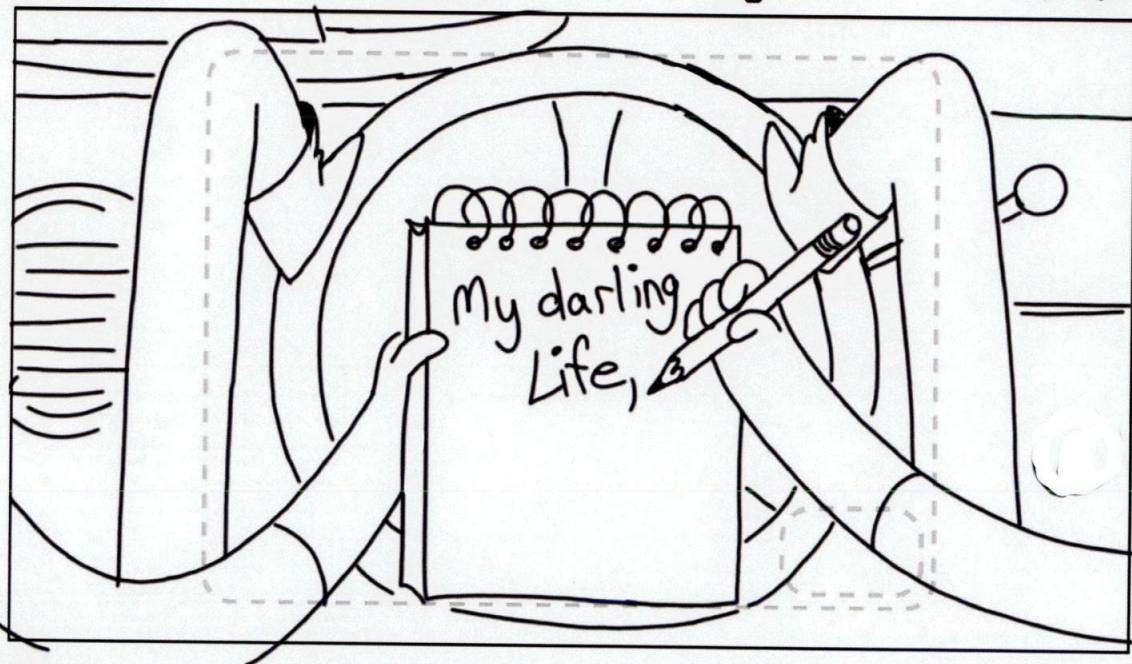
Page 125

Sc. 88

Pnl. A

Bg.

day night

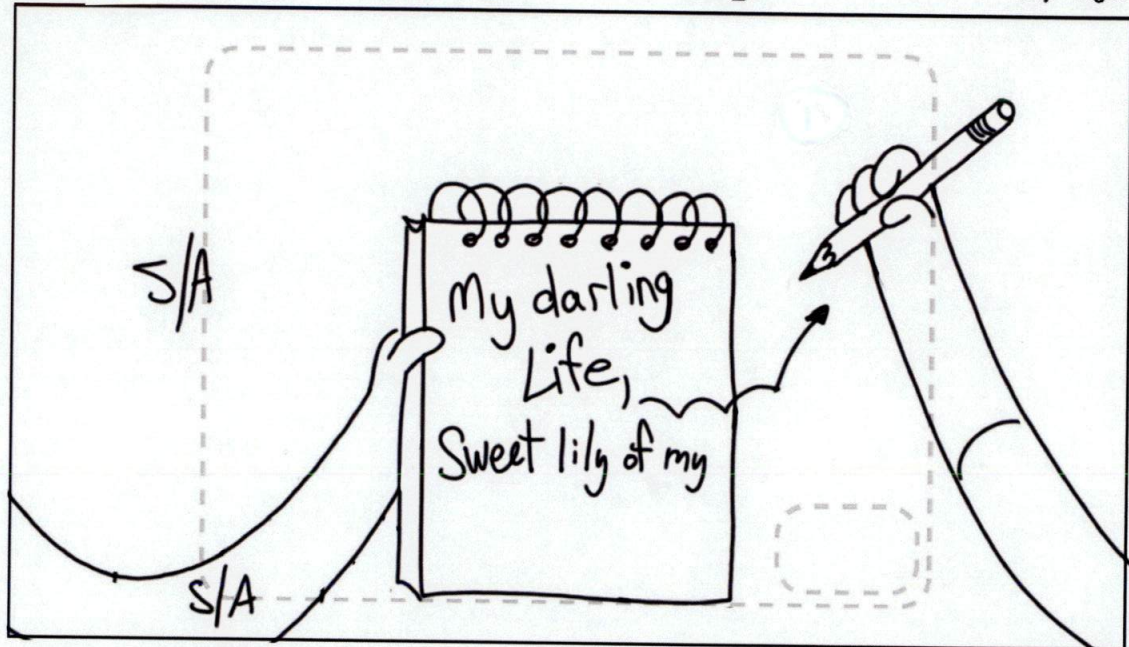


Sc. 88 CONT

Pnl. B

Bg.

day night

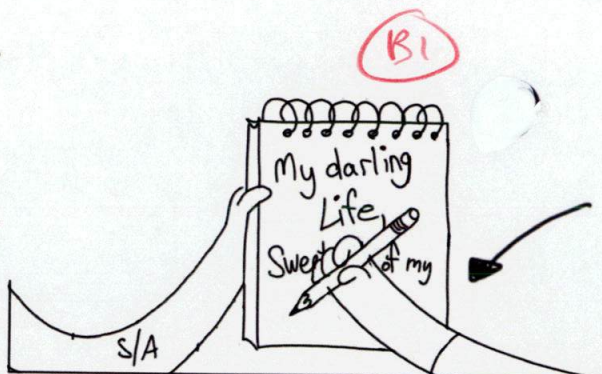
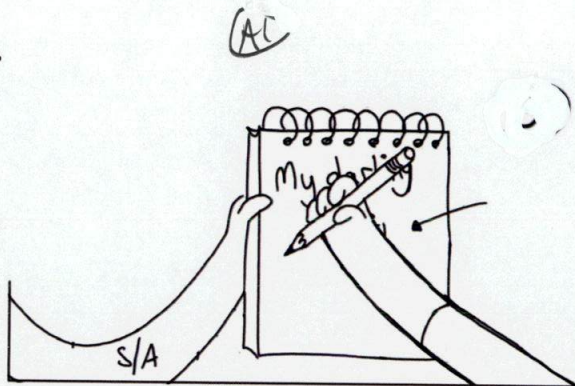


Dialog: D: My darling Life,

D: Sweet lily of my... desert...

Action:

Timing:



EPISODE #

Production :

1025/2040

1025/2040

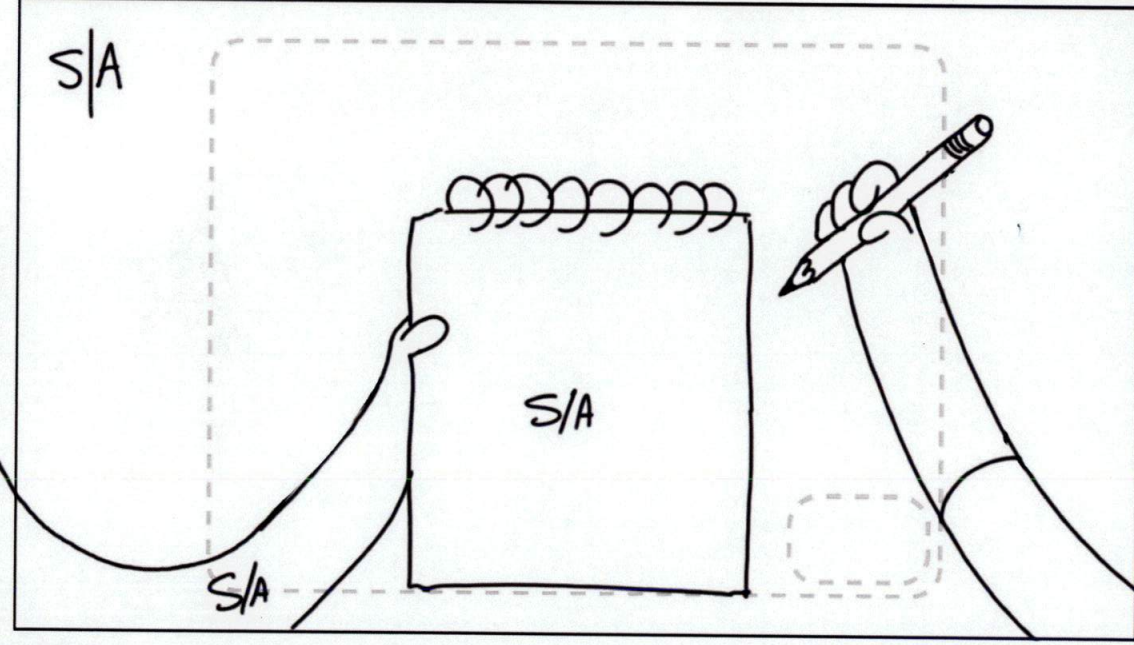
1025/2040

ADVENTURE TIME

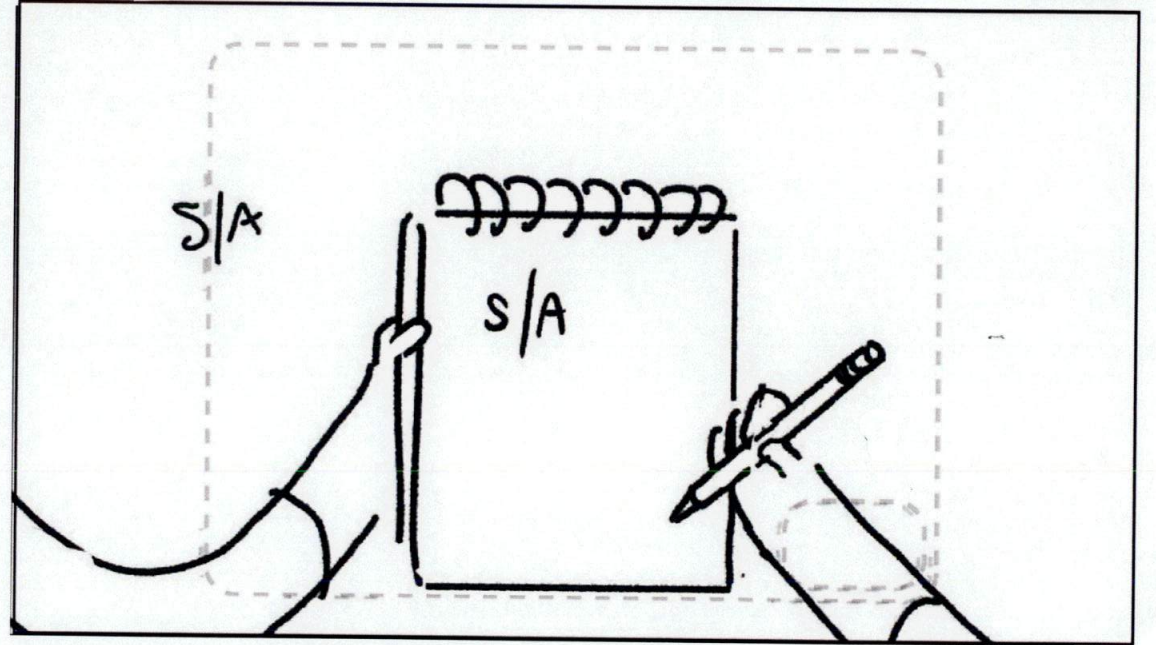


Page 126

Sc. 88 CONT Pnl. C Bg. day night



Sc. 88 CONT Pnl. D Bg. day night



Handwritten red text: 'Hw Cut' with an arrow pointing to the right.

Dialog:	D: might I humbly present... this ...		NOV 06 2014
Action:			
Timing:			

EPISODE #

1025/2040

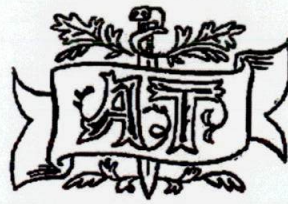
Production :

1025/2040

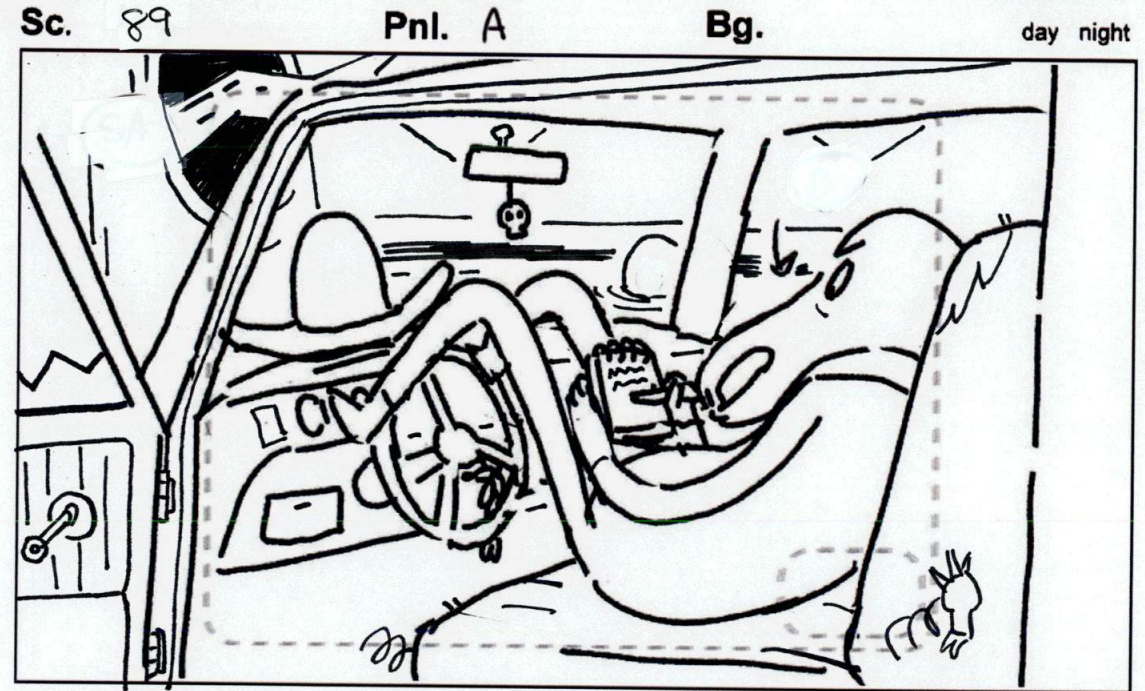
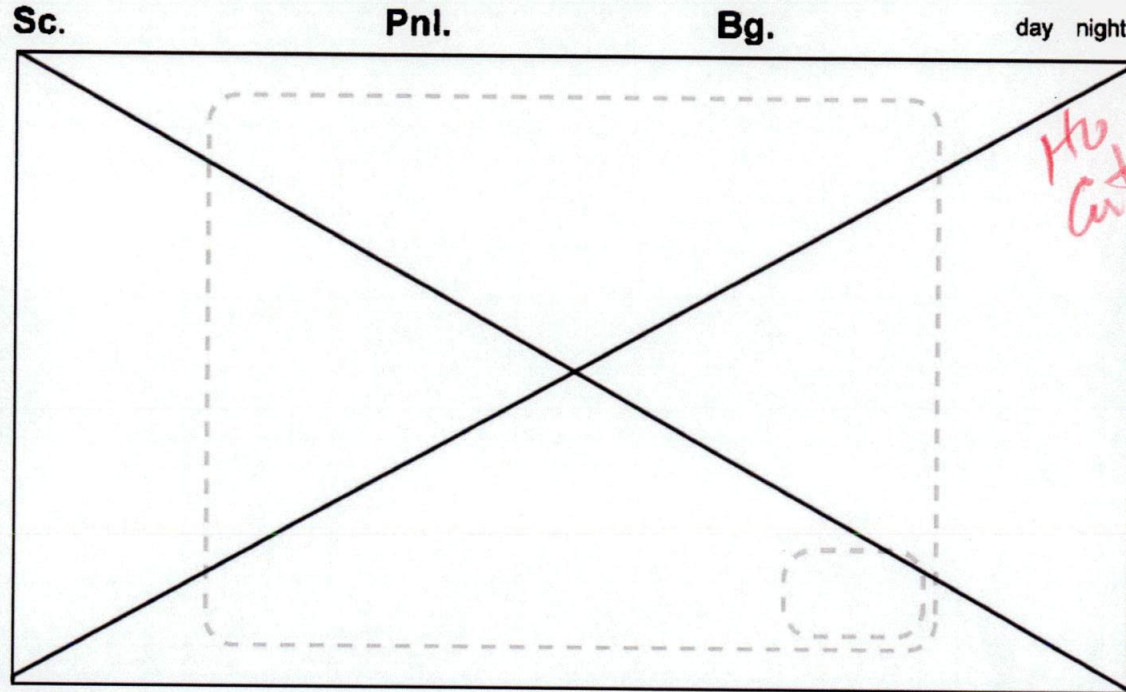
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1025/2040

ADVENTURE TIME



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No Cut

Dialog:

Action:

Timing:

D: thing. ... Hrrm ...
I'll just write 'Happy Birthday.'

NOV 06 2014

S/A

EPISODE #

1025/2040

Production :

1025/2040

1025/2040

ADVENTURE TIME



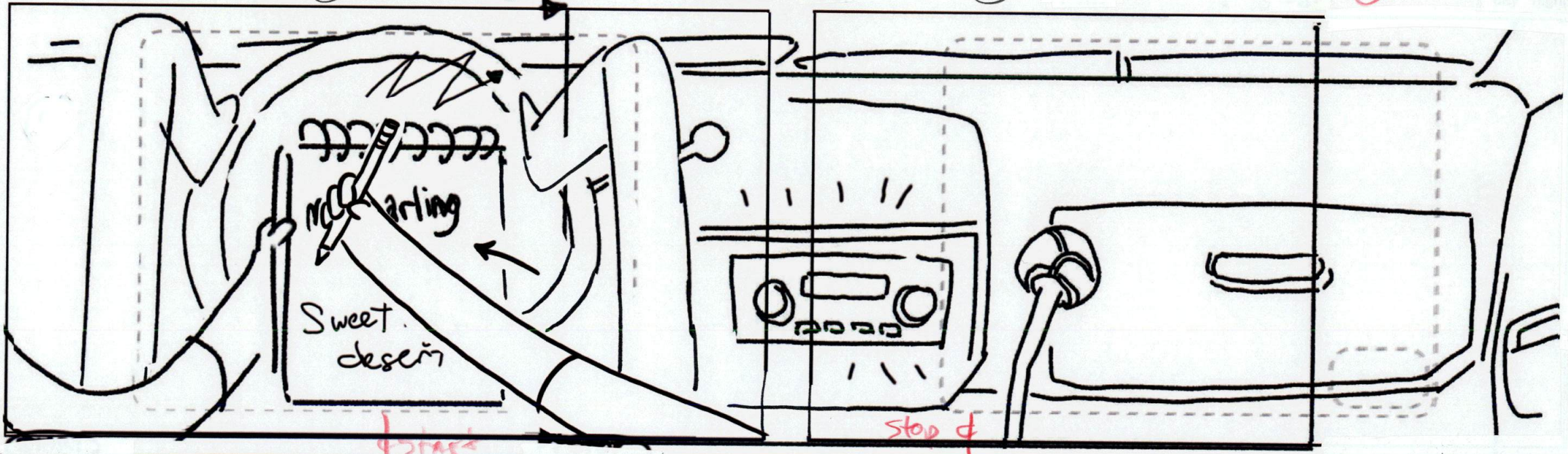
Sc. 90

Pnl. (A)

Bg.

day night

(B)



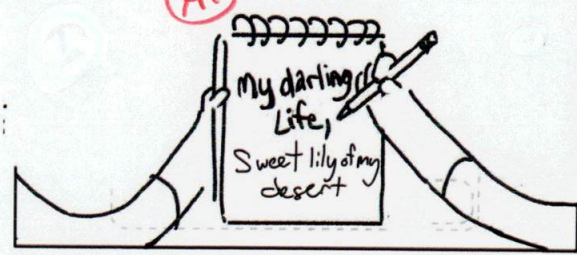
Dialog:

PAN
→

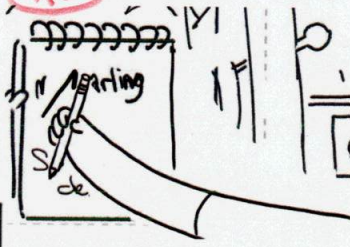
MUSIC
PLAYS

(w)
radio announcer: spending much of her time
living in and eating rocks is what led Caramel
Sally,

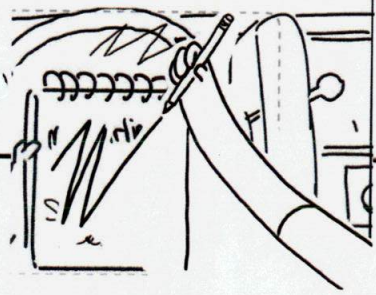
(A1)



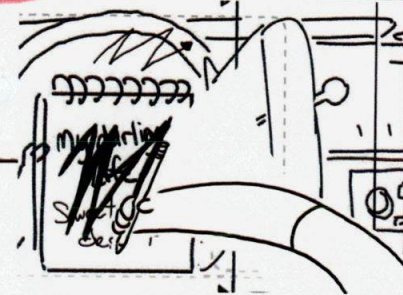
(A2)



(A3)



(A4)



(A5)



EPISODE #

Production :

1025/204C

1025/204C

1025/204C

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ADVENTURE TIME



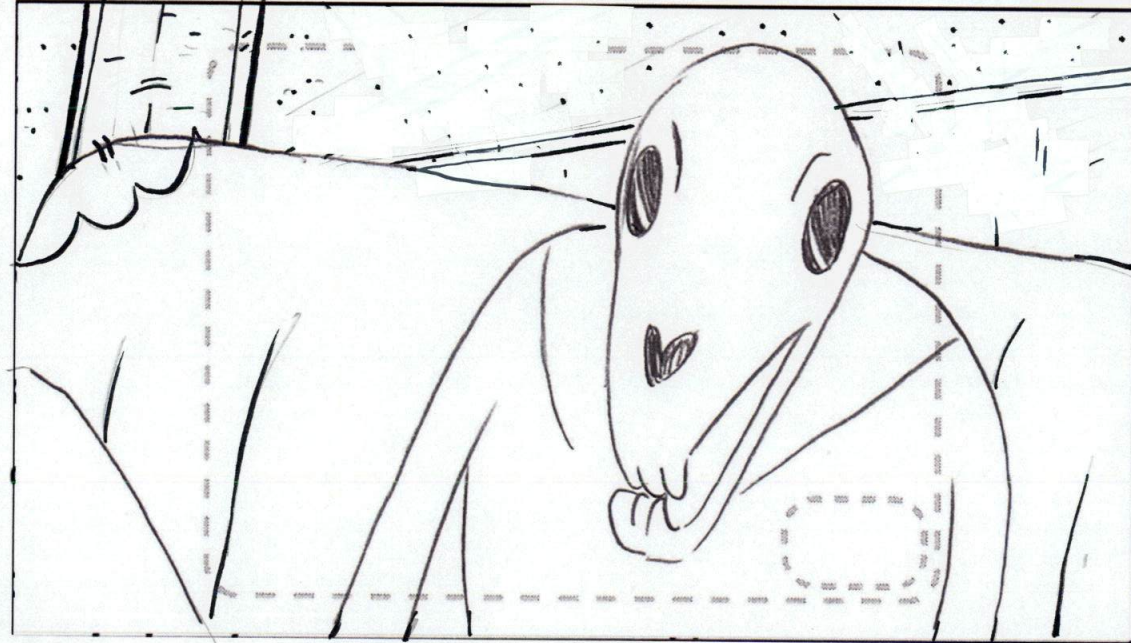
Page 129

Sc. 91

Pnl. A

Bg.

day night

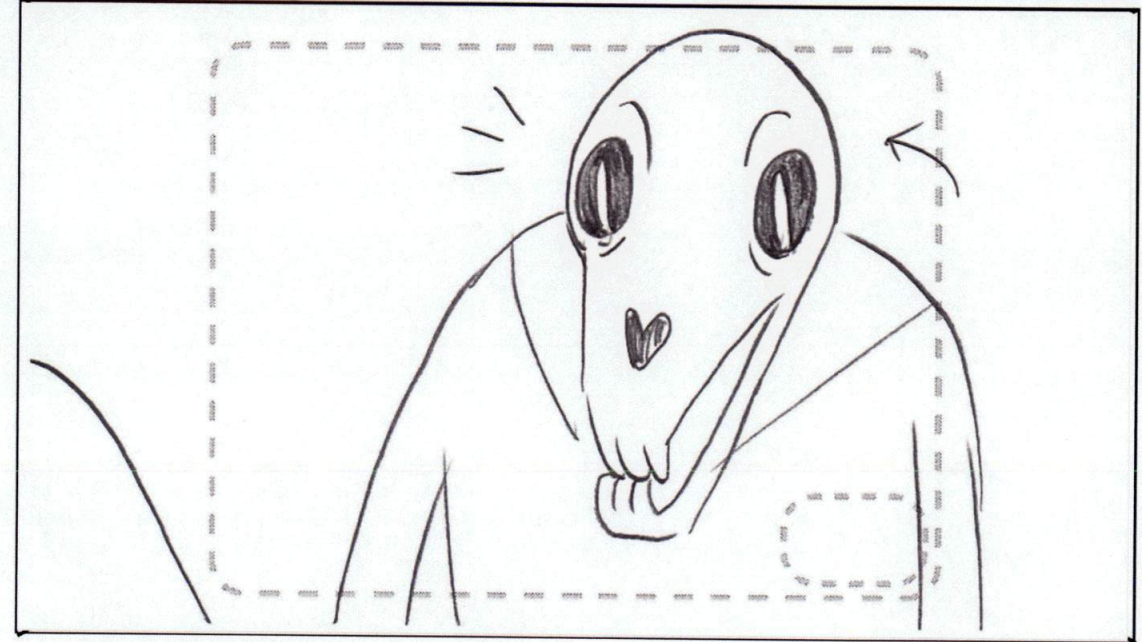


Sc. 91 CONT

Pnl. B

Bg.

day night



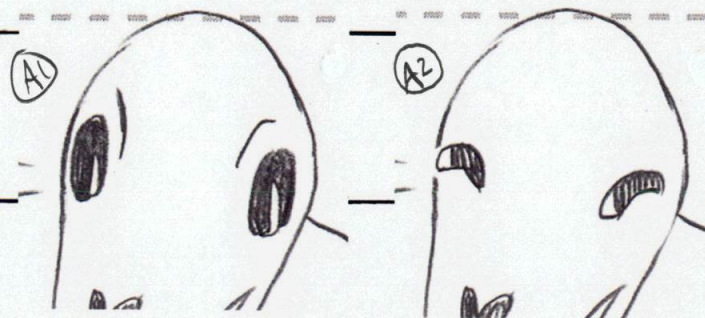
Dialog:

D: Oh!

radio announcer (cont.): independent rock eating musician, to create that medley.

now let's hear a track off her latest album. the song's called 'lonely bones'

Action:



Timing:

NOV 06 2014

EPISODE #

Production :

1025/2040

1025/2040

1025/2040

Ho
Cut

ADVENTURE TIME



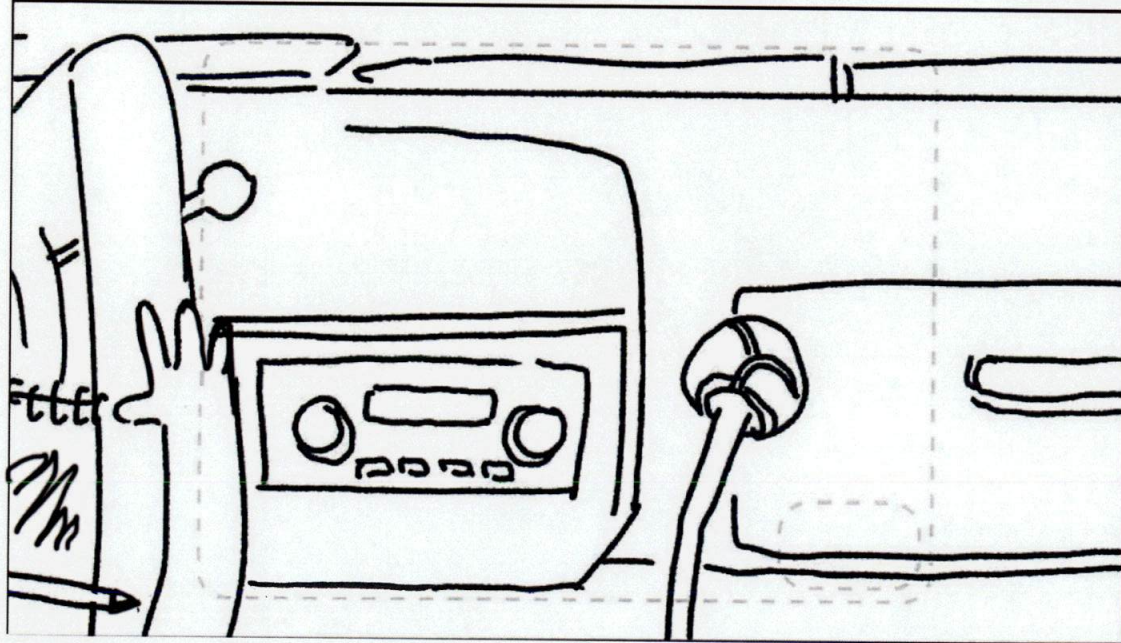
Page 130

Sc. 92

Pnl. A

Bg.

day night

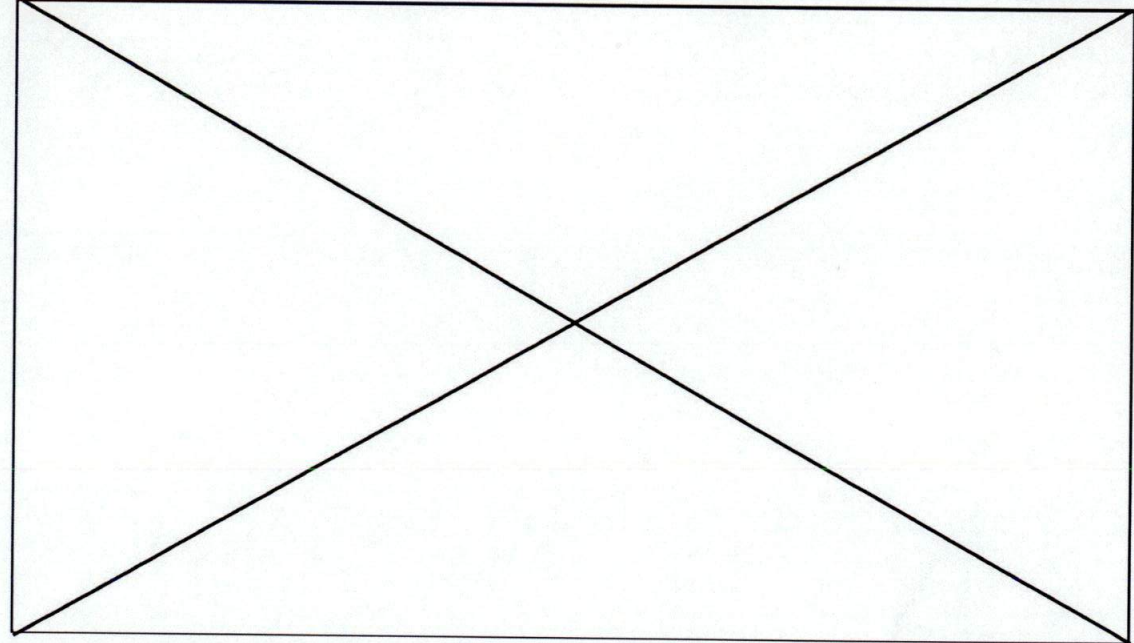


Sc.

Pnl.

Bg.

day night



Dialog:

(V)

D: Wait!

Action:

Song Playing in background!

NOV 06 2014

Timing:

EPISODE #

1025/2040

Production :

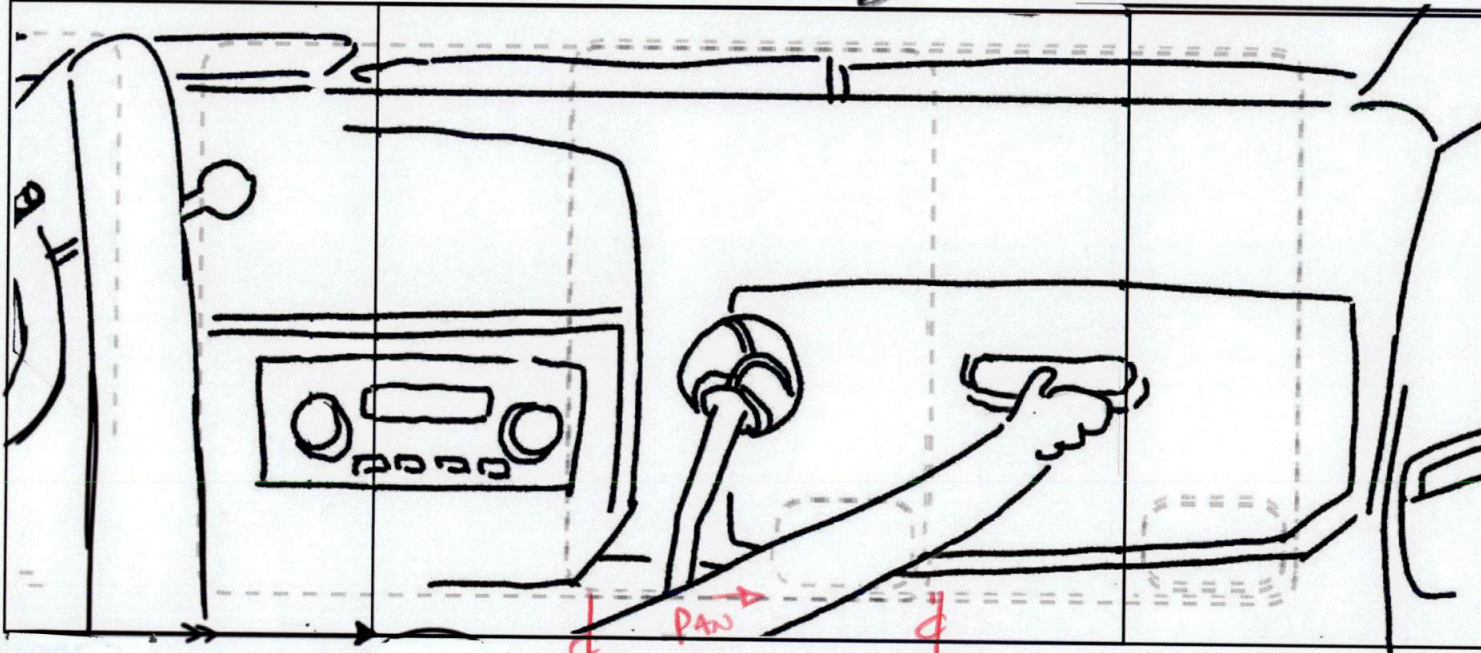
1025/2040

ADVENTURE TIME



Page 131

Sc. 92 CONT Pnl. Bg. day night



Dialog:	Start (vo) Stop D: hold on, hold on, hold on
Action:	PAN w/ DEATH'S HAND Song: (vo) and hoped I'd die
Timing:	

NOV 06 2014

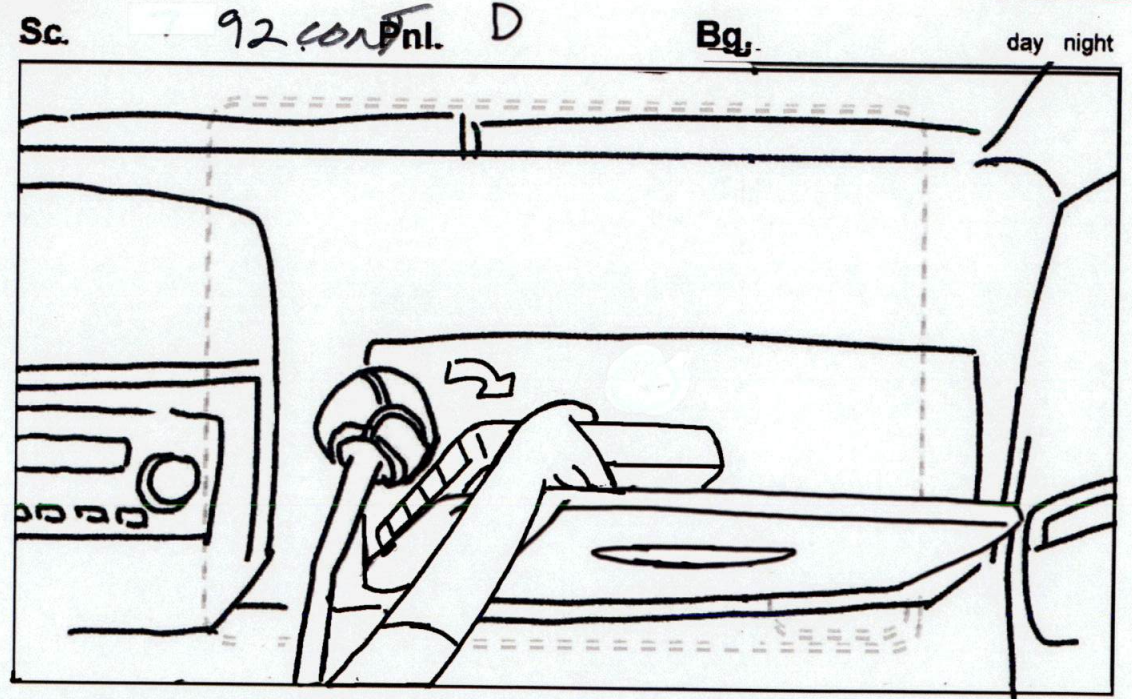
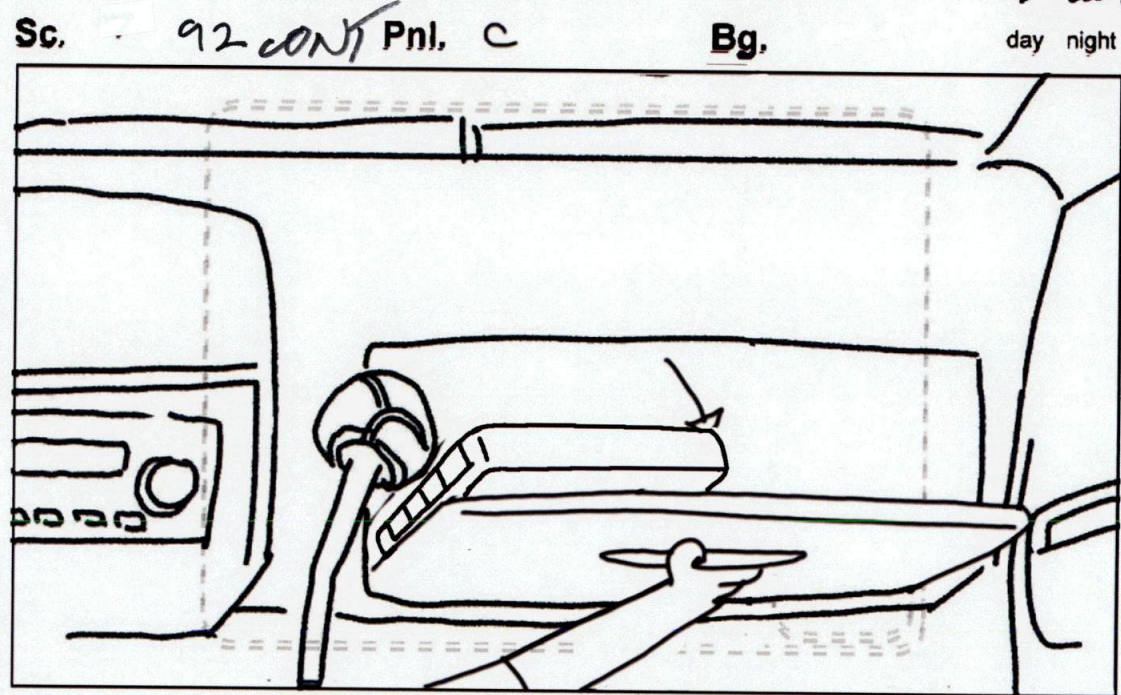
EPISODE #

Production :

ADVENTURE TIME



Page 132



Dialog:

(Vo) song: For once in my life, I understand why

Action:

Timing:

NOV 06 2014

SA

DI

EPISODE #

1025/2040

Production :

1025/2040

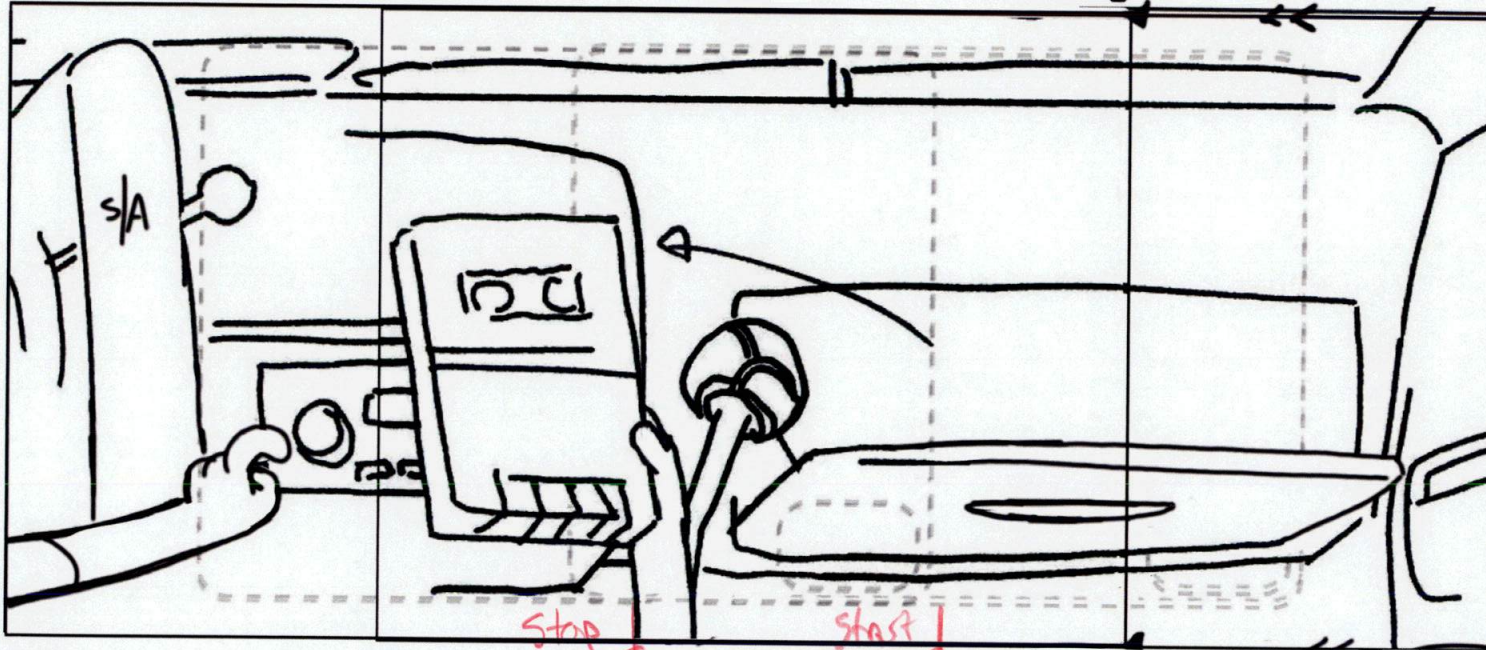
1025/2040

ADVENTURE TIME



Page 133

Sc. 92 CONT Pnl. E Bg. day night



Dialog:

Action:

(NO)
song: Don't you see

Timing:

PAN BACK LEFT AS DEATH
PULLS OUT RECORDER

NOV 06 2014

EPISODE #

1025/204

Production :

1025/204

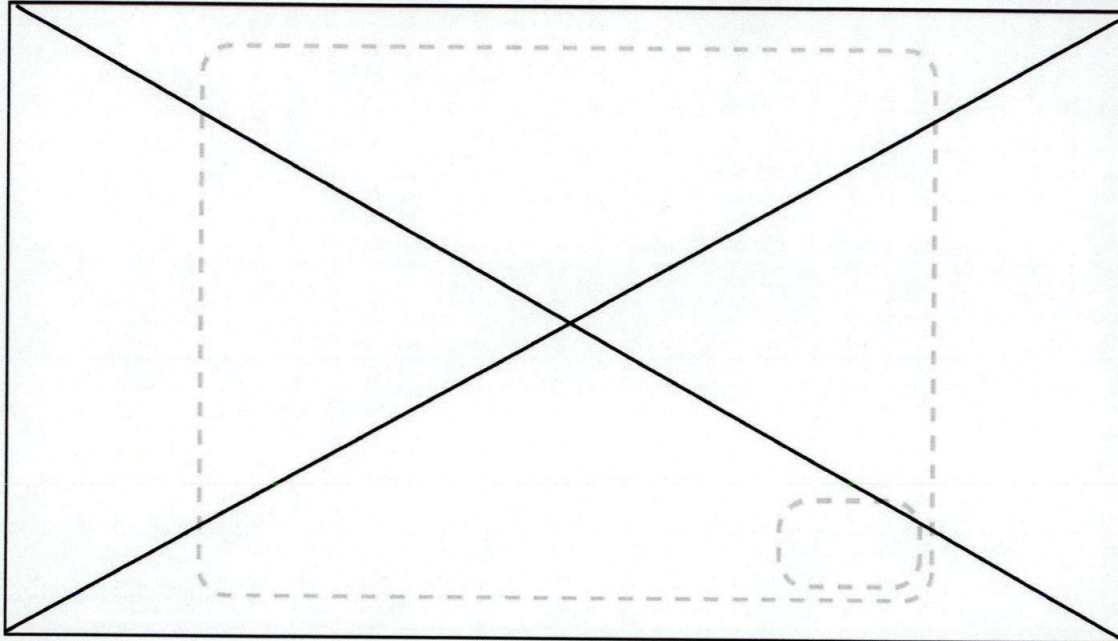
1025/204

ADVENTURE TIME

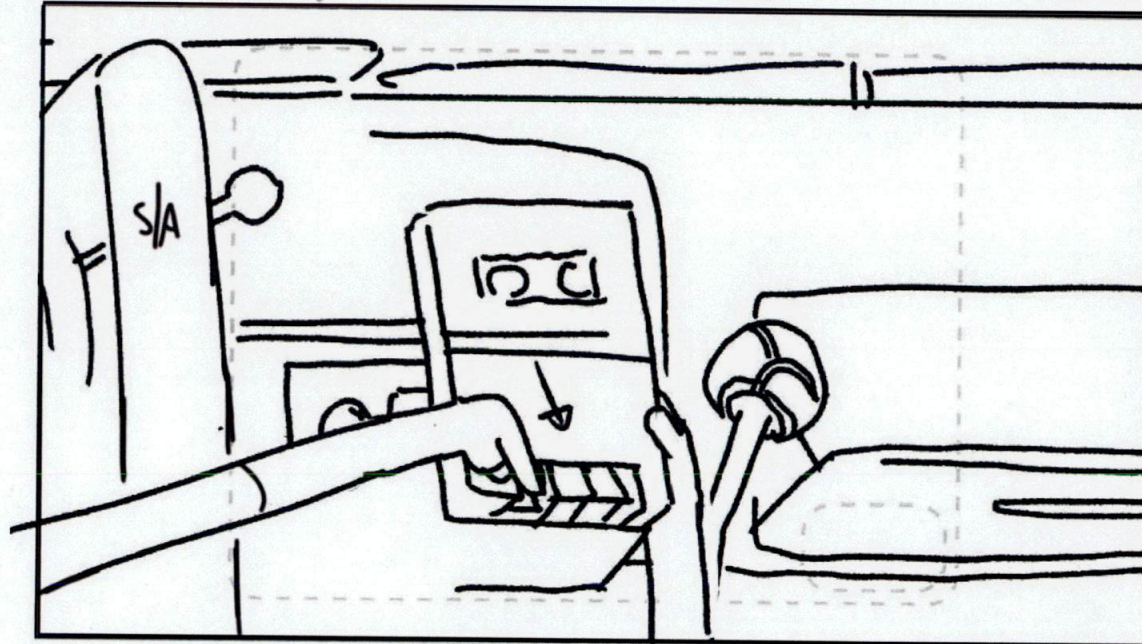


Page 134

Sc. Pnl. Bg. day night



Sc. 92 CONT Pnl. F Bg. day night



Dialog:

(VO)
D: I gotta Get this

Action:

Timing:

NOV 06 2014

EPISODE #

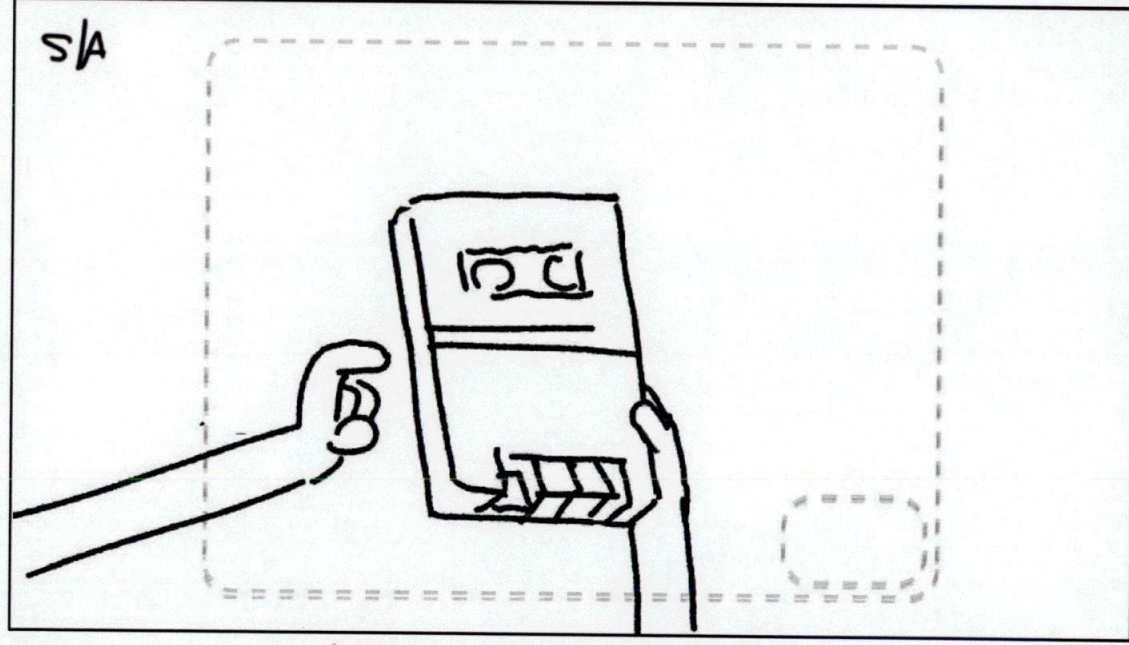
Production :

ADVENTURE TIME

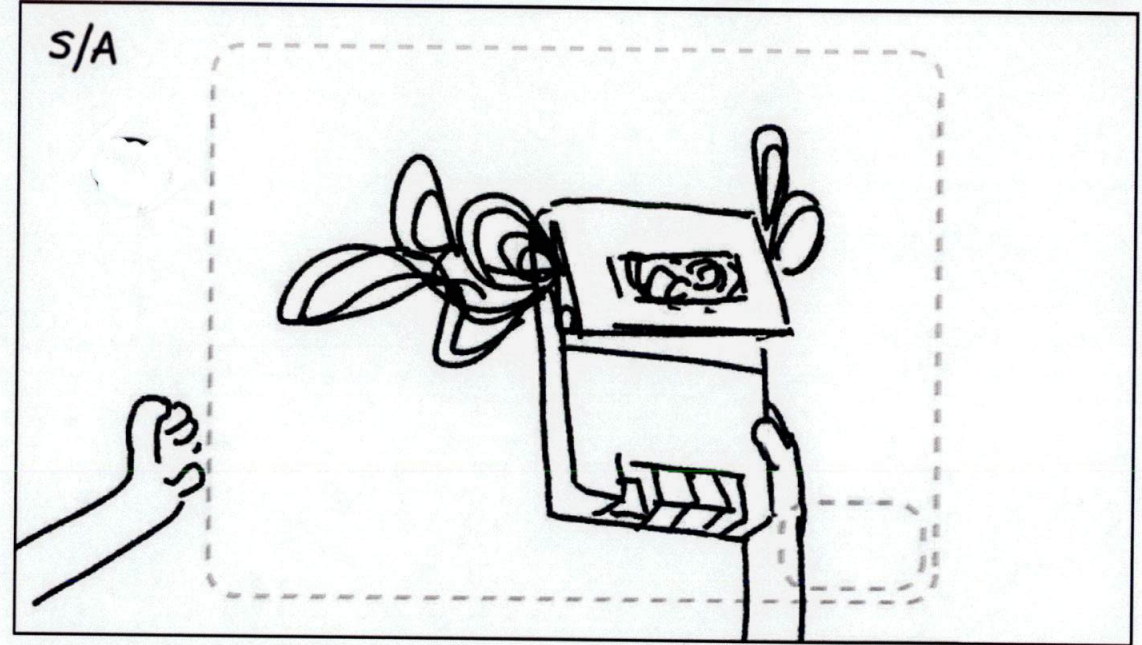


Page 135

Sc. 92 CONT Pnl. G Bg. day night



Sc. 92 CONT Pnl. H Bg. day night



Ho
cut

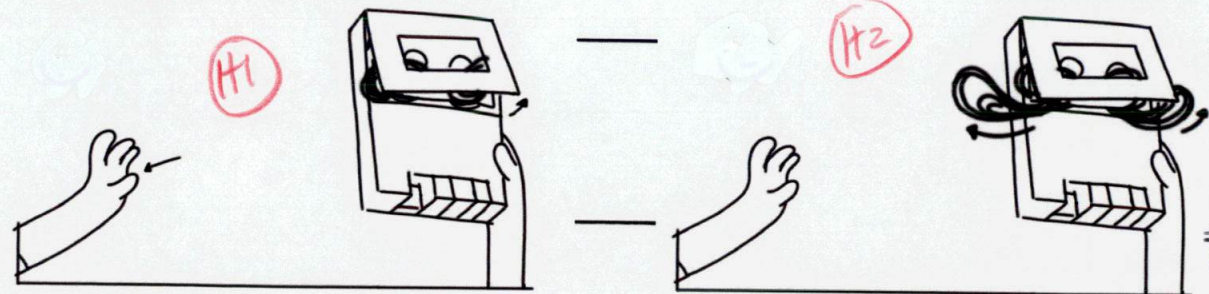
Dialog: (Vc) D: on tape for my boo!

Action: (Vc) SONG: I got them LONELY BONES--!! (Lonely bones!)

Timing:

Tape unravels.
Death gasps

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Production :

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1025/2040

HU
Cut

ADVENTURE TIME



HU
Cut

Page 136

HU
Cut

Sc. 93

Pnl. A

Bg.

day night



Sc. 94

Pnl. A

Bg.

day night



Dialog:

DEATH:

Ah no no!!

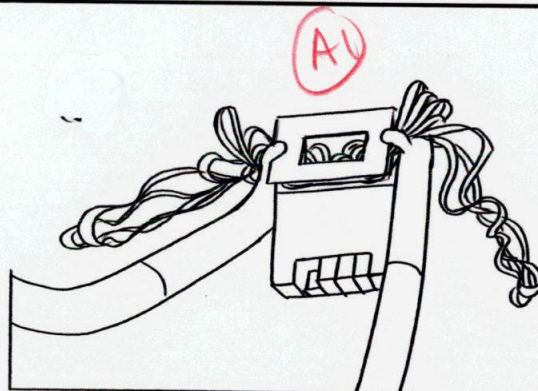
(A2)

(B)

O: Not during Lonely Bones!

Action:

Timing:



Holds cassette shut but tape
continues to unravel

NOV 06 2014

EPISODE #

1025/2040

Production :

1025/2040

He cut

ADVENTURE TIME



Page 137

Sc. 95

Pnl. A

Bg.

day night



Sc. 95 CONT Pnl. B

Bg.

day night



Dialog:

D: Wait,
wait.

Action:

(A1)

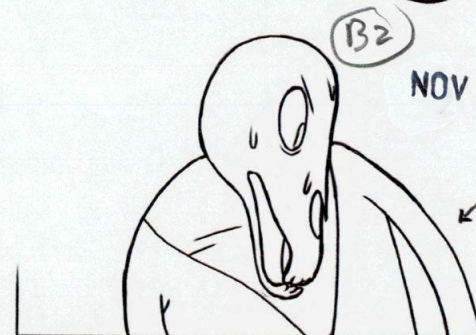
s.p.

Timing:



D: I can fix this

Rummages through his things



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Production :

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1025/2040

ADVENTURE TIME



Cut

Page 138

Sc. 95 CONT Pnl. C

Bg.

day night

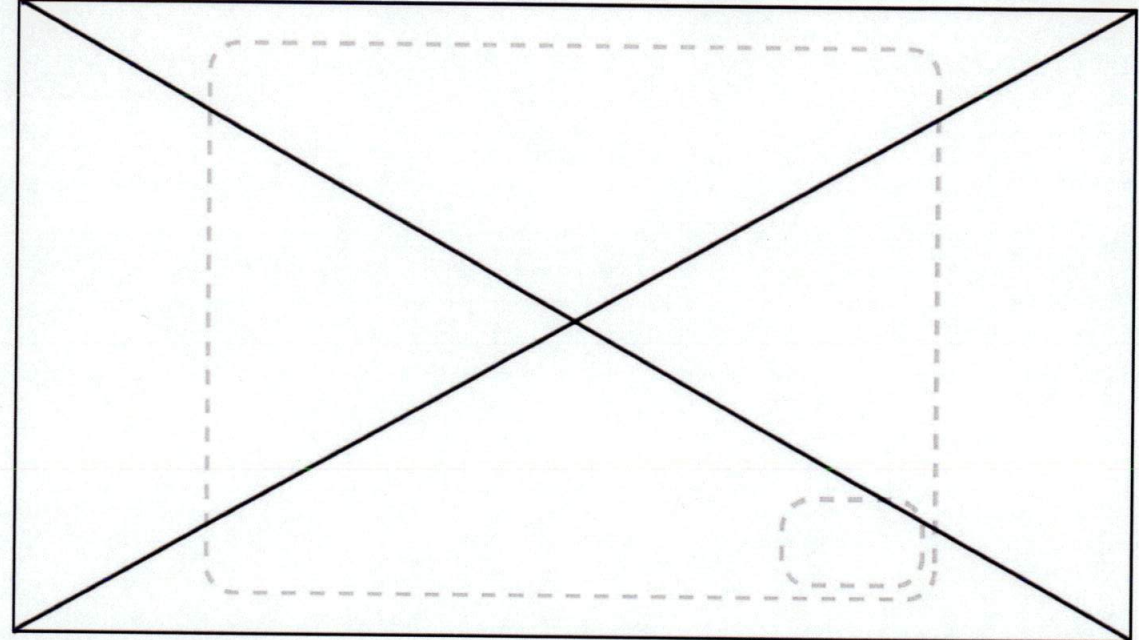


Sc.

Pnl.

Bg.

day night



Dialog:

<music playing>

Action:

Picks up pencil

Timing:

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1025/2040

Cut

ADVENTURE TIME



Sc. 96

Pnl. A

Bg.

day night

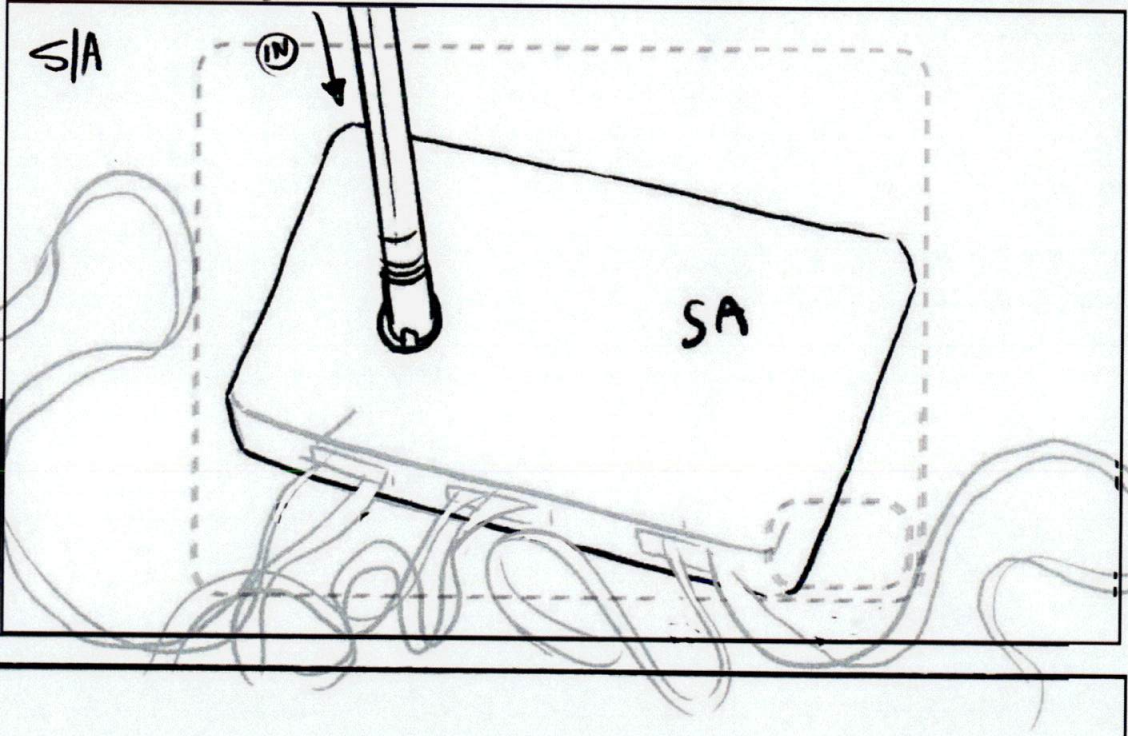


Sc. 96 CONT

Pnl. B

Bg.

day night



Dialog:

<music playing>

NOV 06 2014

Action:

He turns pencil eraser
until tape is wound back
up.

Timing:

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Production :

1025/2040

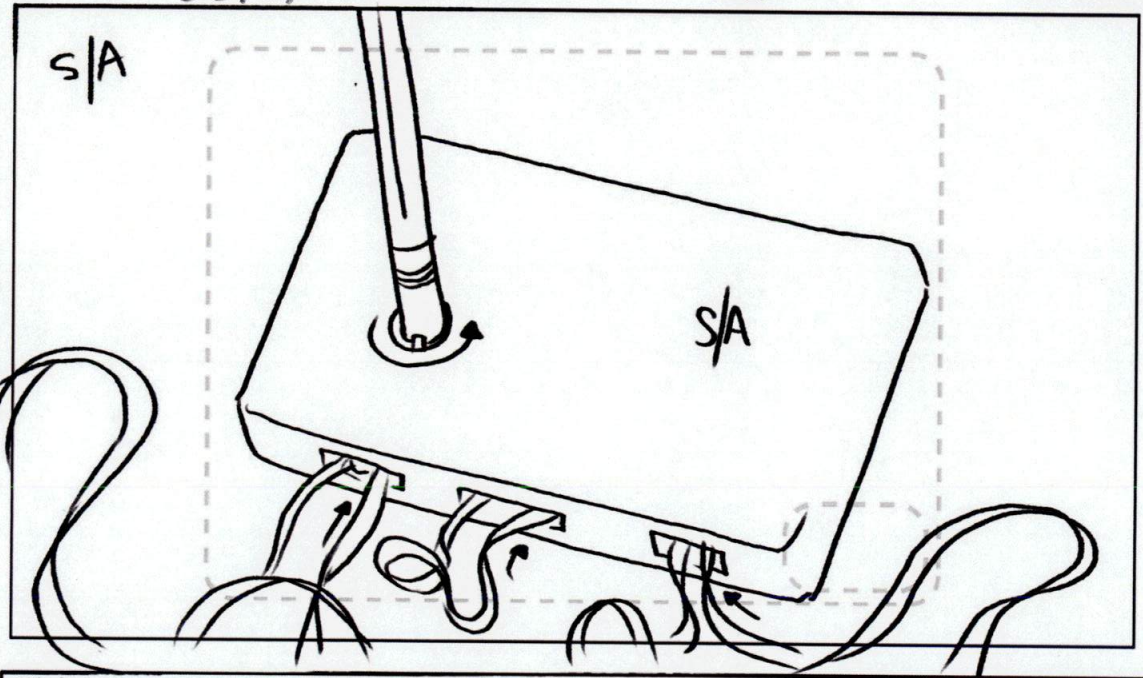
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1025/204C

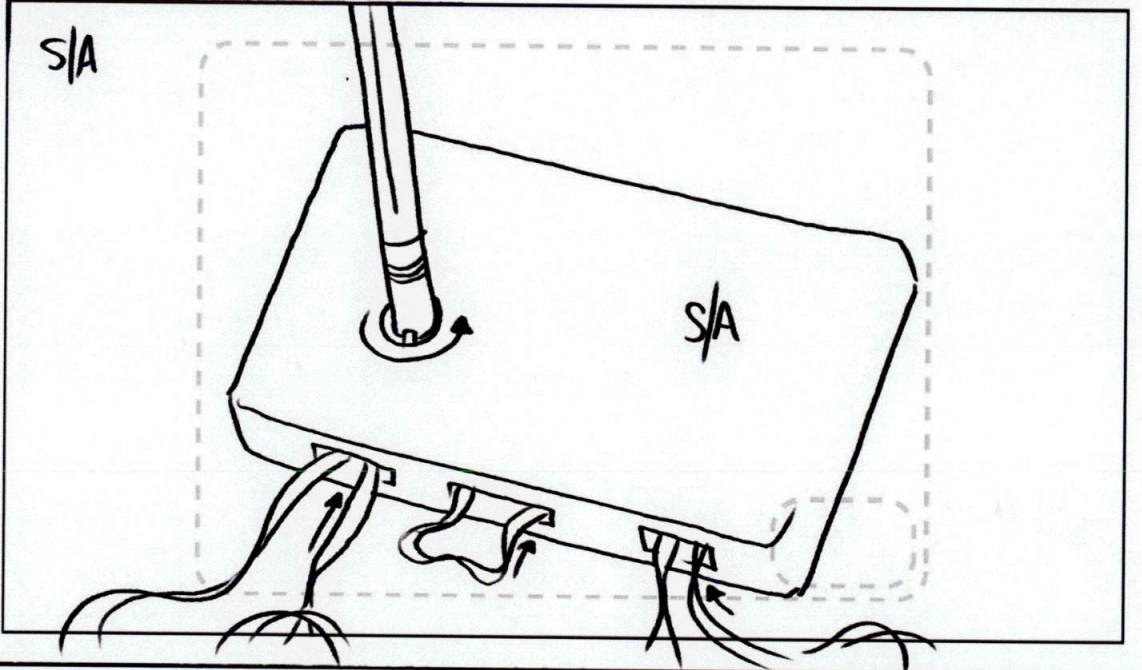
ADVENTURE TIME



Sc. 96 *CONT* Pnl. C Bg. day night



Sc. 96 *CONT* Pnl. D Bg. day night



Dialog:	SFX: <winding sound> <music playing>
Action:	
Timing:	

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EPISODE #

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Production :

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ADVENTURE TIME



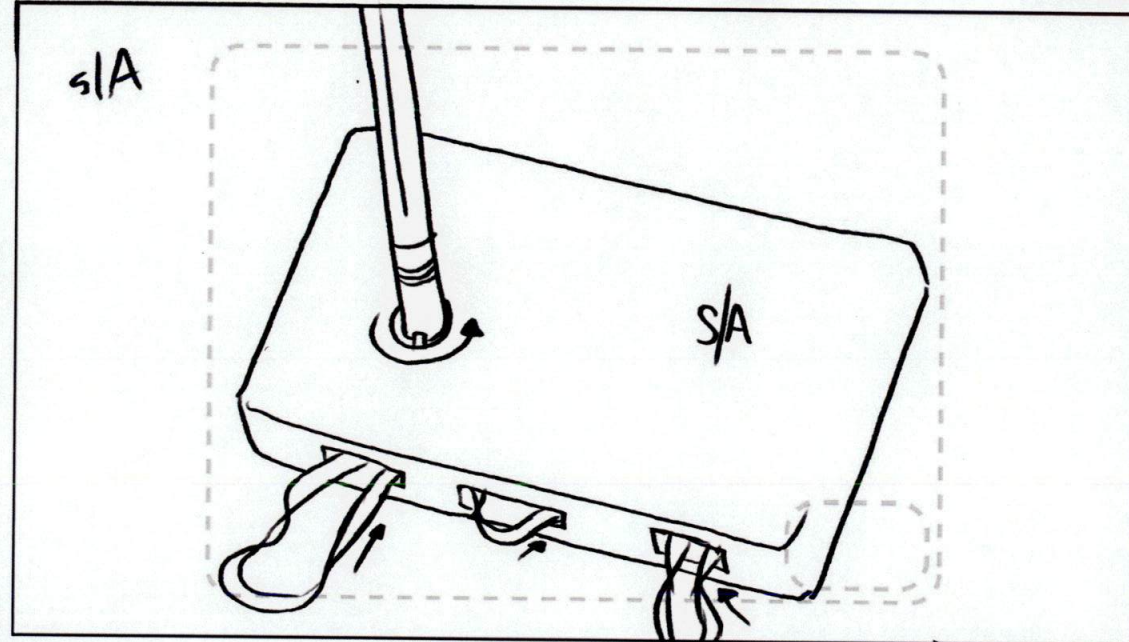
Page 141

Sc. 96 *CONT*

Pnl. E

Bg.

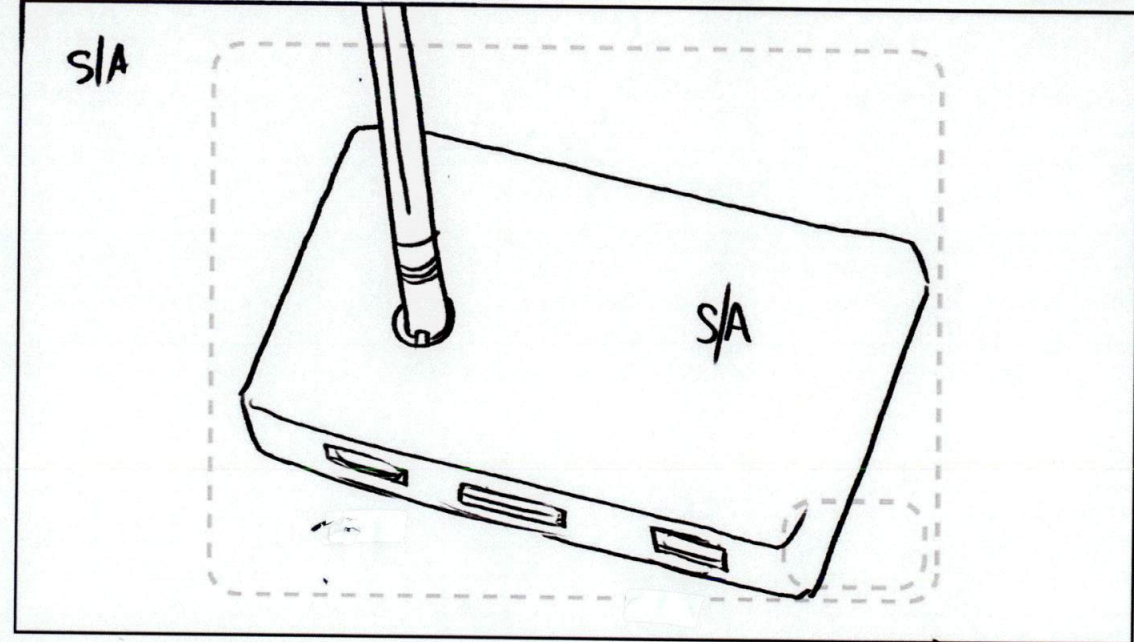
day night



Sc. 96 *CONT* Pnl. F

Bg.

day night



Cut

Dialog:

SFX: <winding sound>

<music playing>

Action:

TAPE FINALLY WOUND BACK
UP!

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Timing:

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1025/2040

Cut

ADVENTURE TIME

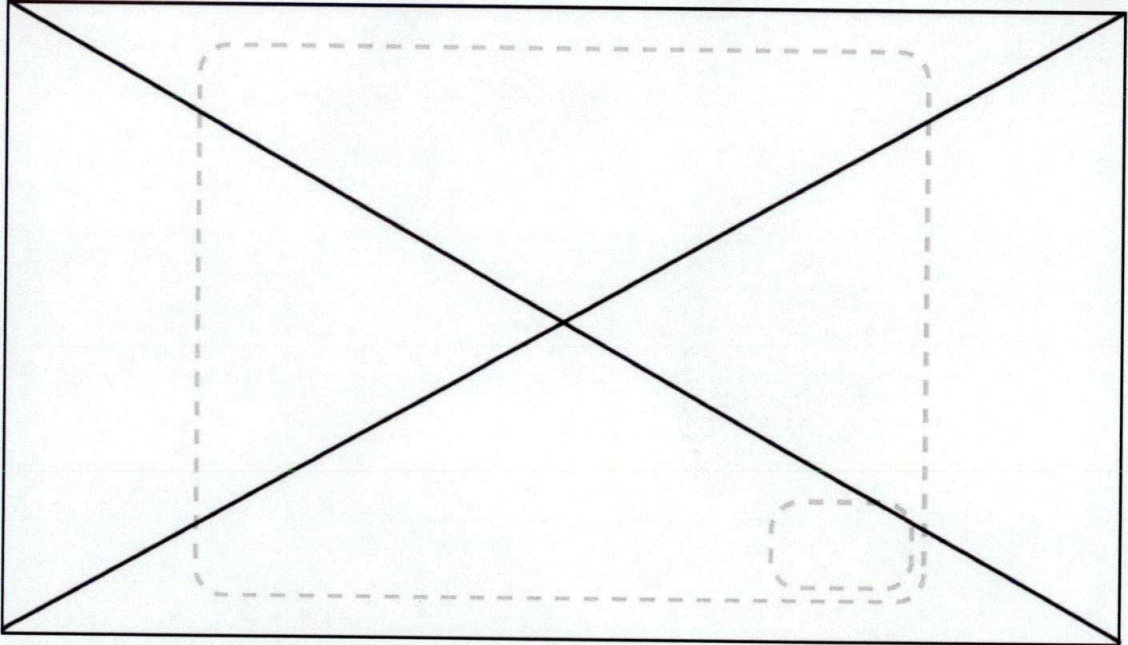


HW
Cut

Sc. 97 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
D: That should... <music playing>
Action:
Timing:

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the cut

ADVENTURE TIME

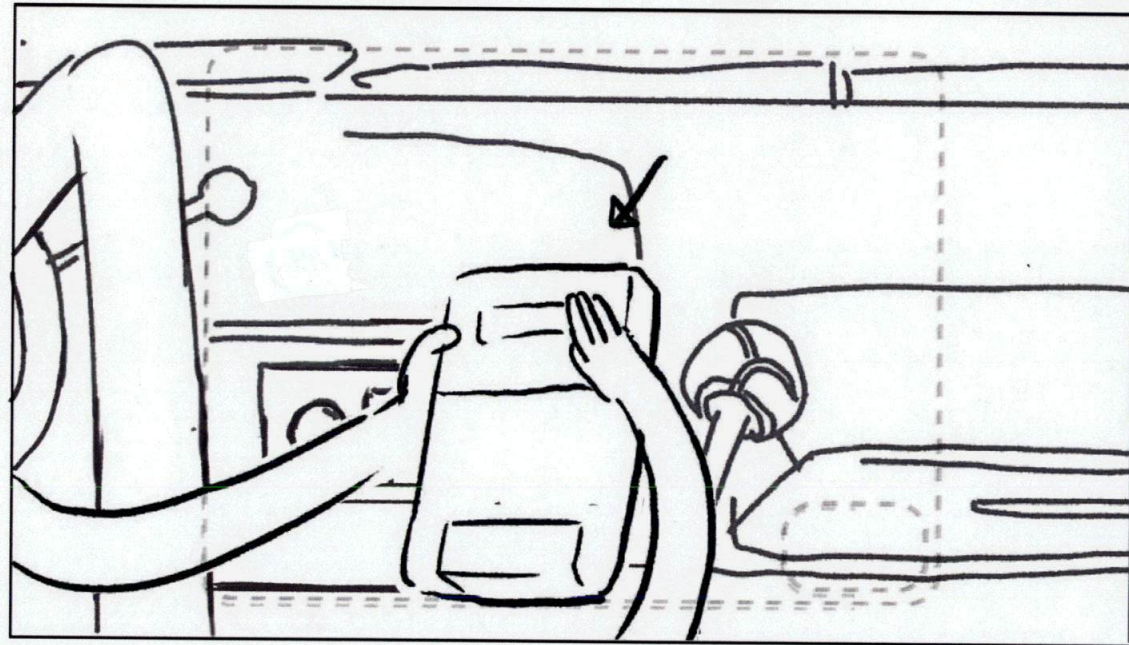


Sc. 98

Pnl. A

Bg.

day night



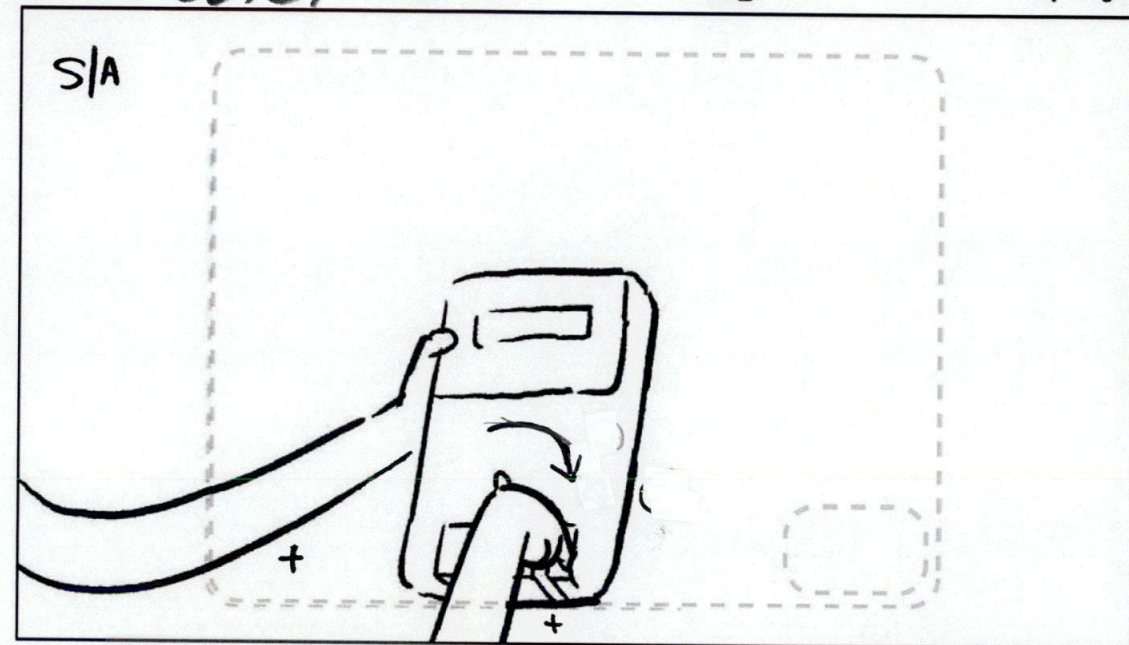
Sc. 98

CONT

Pnl. B

Bg.

day night



Dialog:

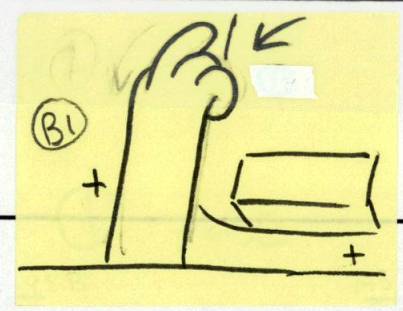
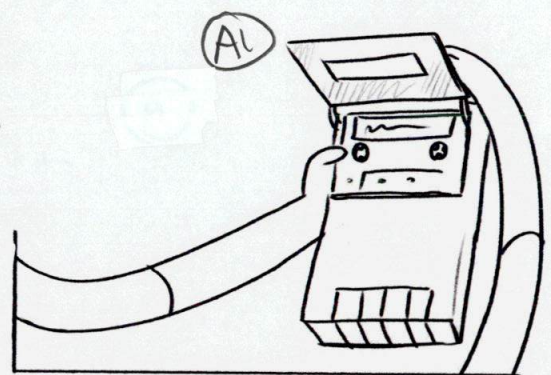
D: do it!

<music playing>

Action:

closes tape deck

Timing:



hits play

NOV 06 2014

EPISODE #

Production :

the cut

10 25 / 20 4

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Hu
Cut

ADVENTURE TIME



Page 144

Sc. 99

Pnl. A

Bg.

day night

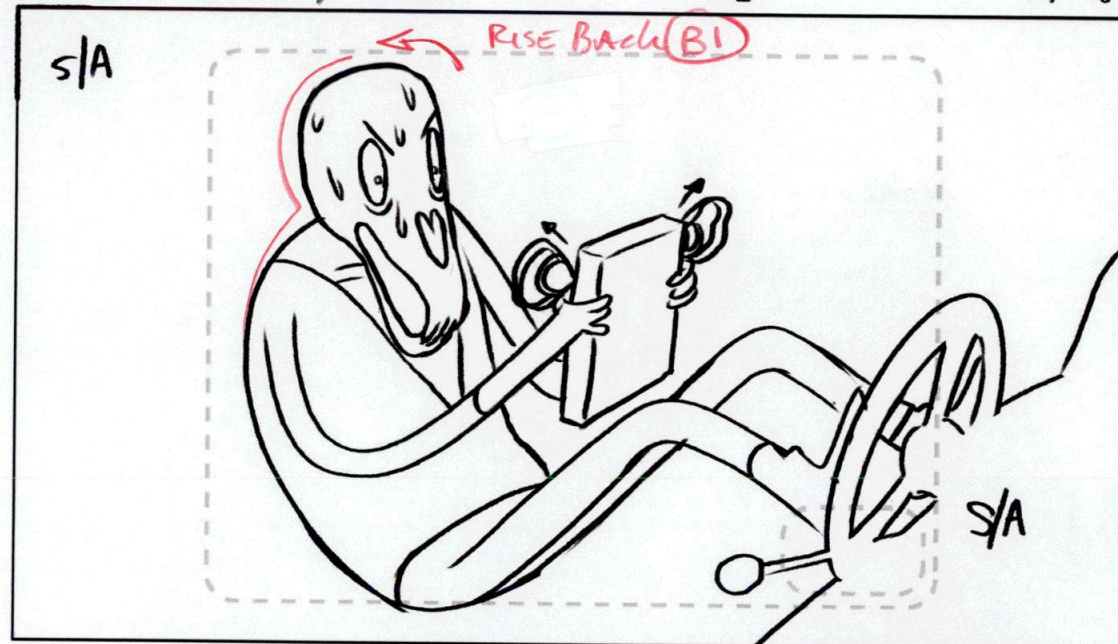


Sc. 99 CONT

Pnl. B

Bg.

day night



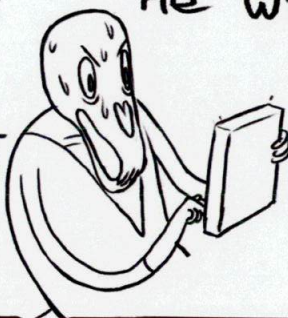
Dialog:

D: HmmmMMMMMMMM!!

Action:

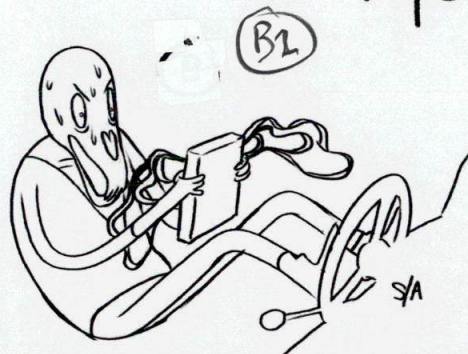
He waits. The tapedeck sputters.

Timing



Tape unravels again as tapedeck makes worse noises

NOV 06 2011



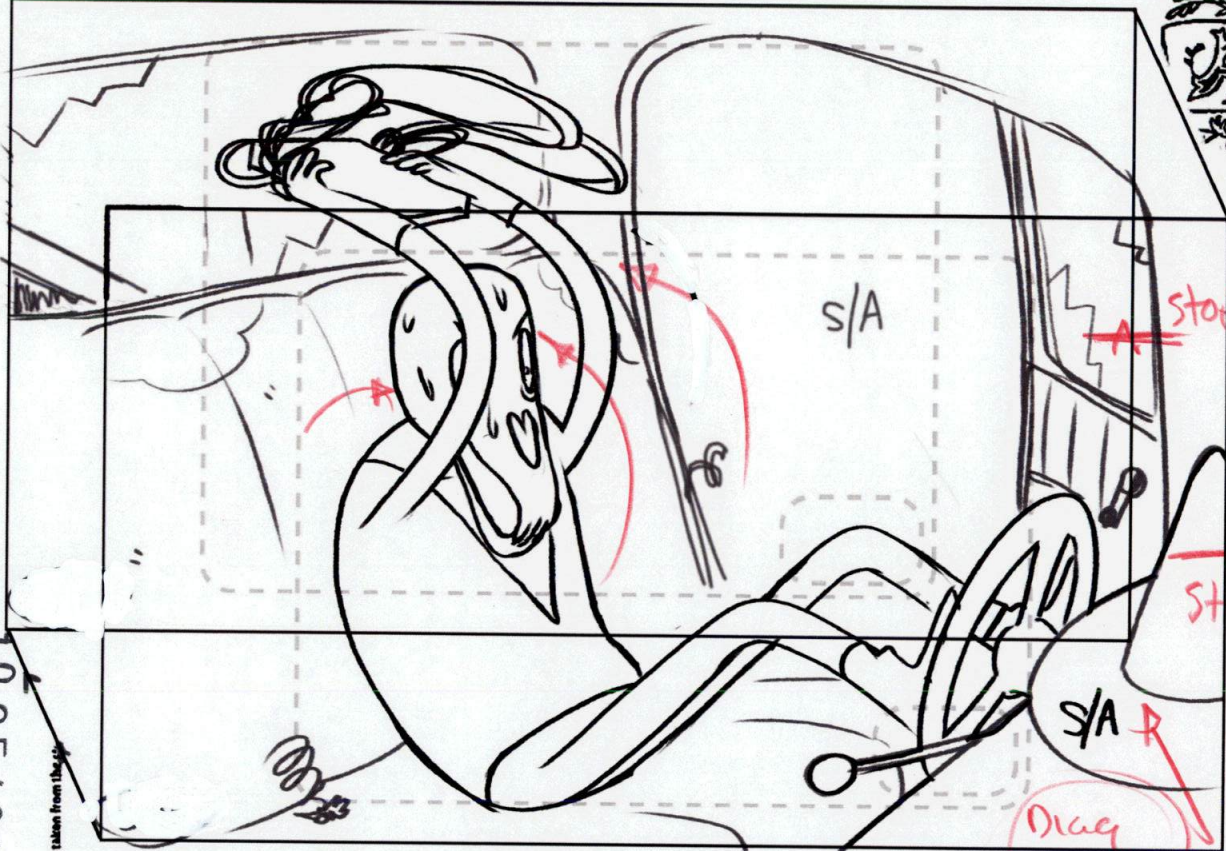
EPISODE #

Production :

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1025/2040

1025/2040



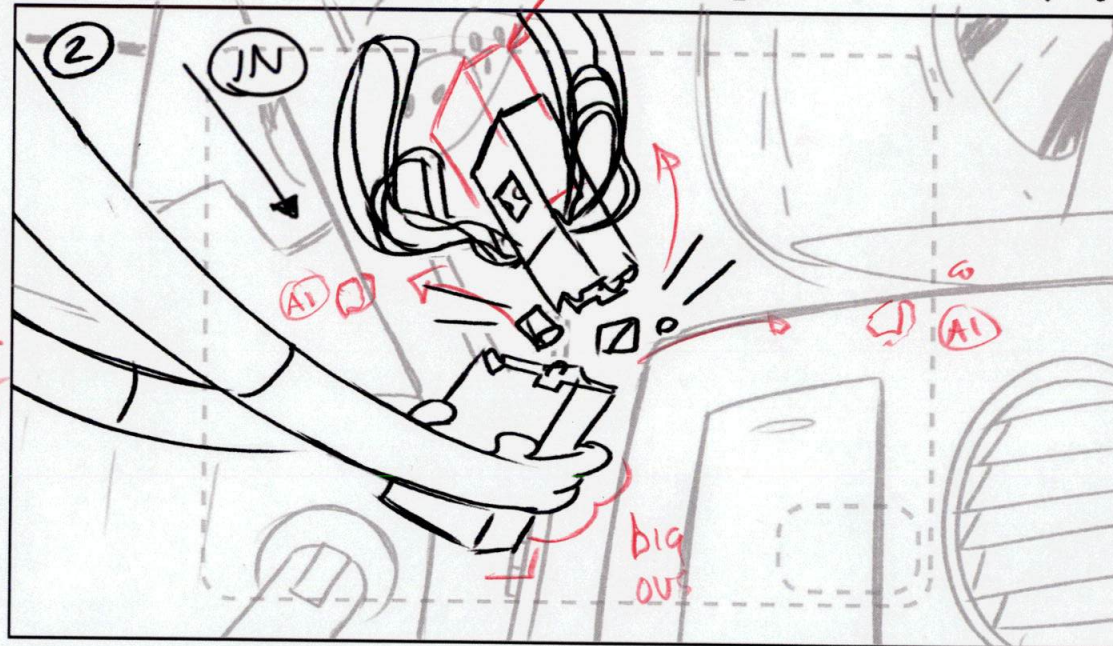
Sc. 100

Pnl. A

Bg.

Page 145

day night



hu
Cut

Dialog:

D: Hhnngh

D: RRRRGH!!

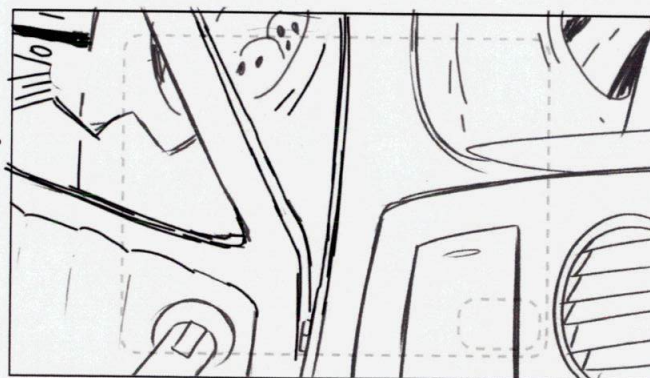
Action:

Diag
PAN

hands shaking, D lifts up the tape deck

(A)

Timing:



D slams the tape deck against the dashboard and it breaks

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Ho
Cut

ADVENTURE TIME



Page 146

Sc. 101

Pnl. A

Bg.

day night

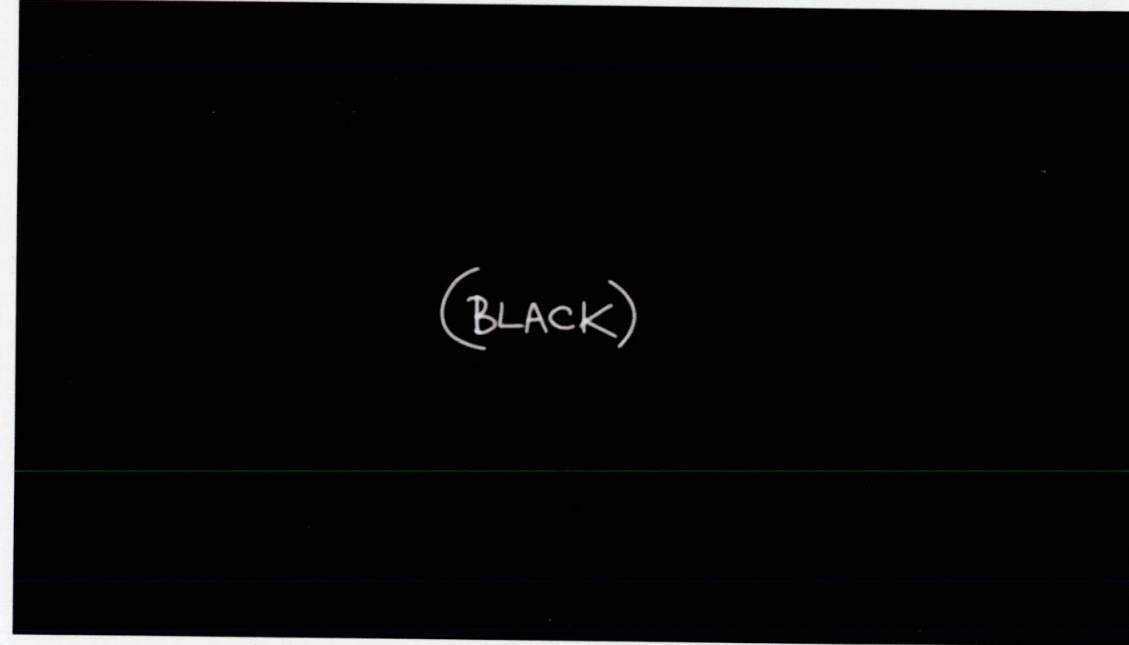


Sc. 101 CONT

Pnl. B

Bg.

day night

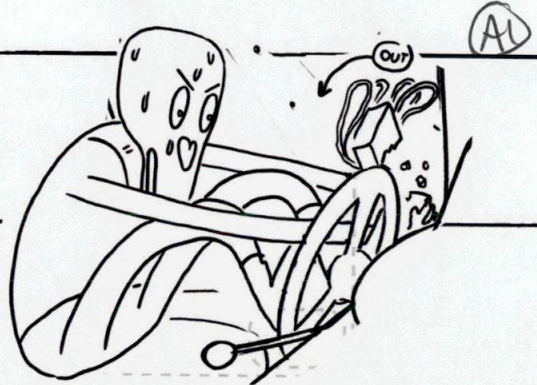


Cut

Dialog:

D: Uh oh

Action:



Timing:

NOV 06 2014

The Shining-esque title card
cut to black

EPISODE #

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Production :

1025/2040

ADVENTURE TIME



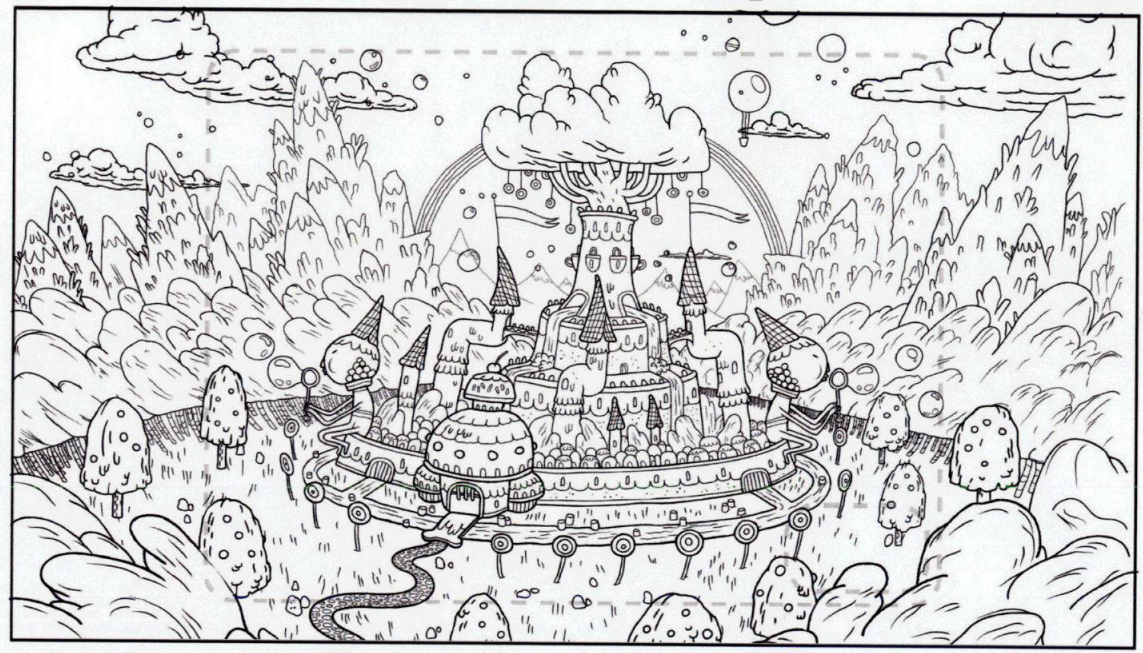
Page 147

Sc. 102

Pnl. A

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog:	
Action:	bush rustles
Timing:	NOV 07 2014

EPISODE #

Production :

1025/204C

1025/204C

1025/204C

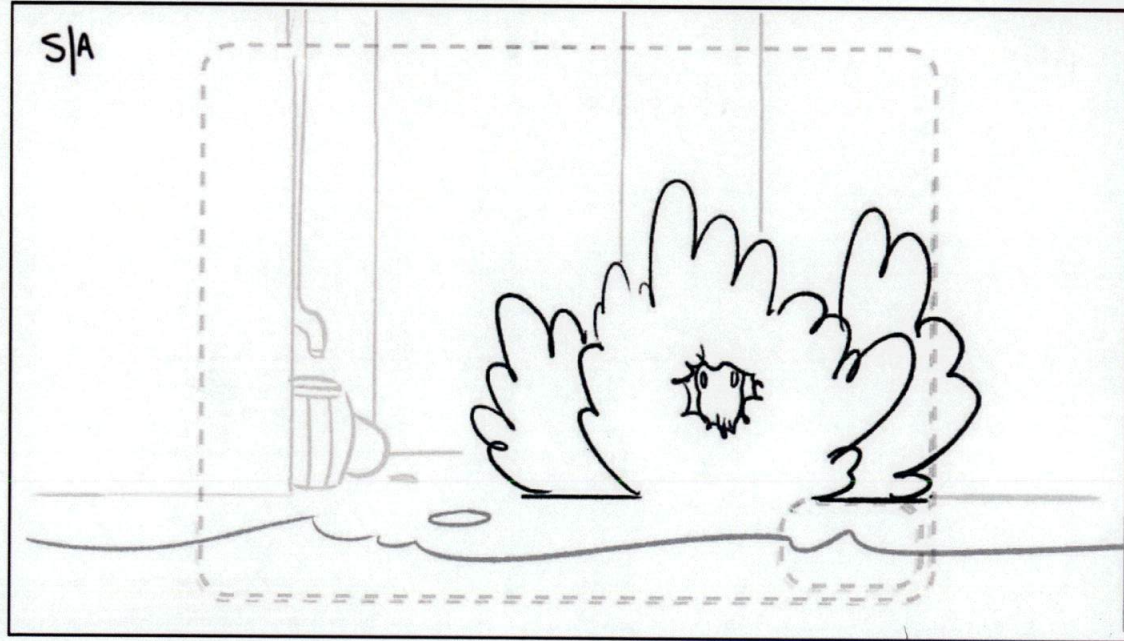
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ADVENTURE TIME

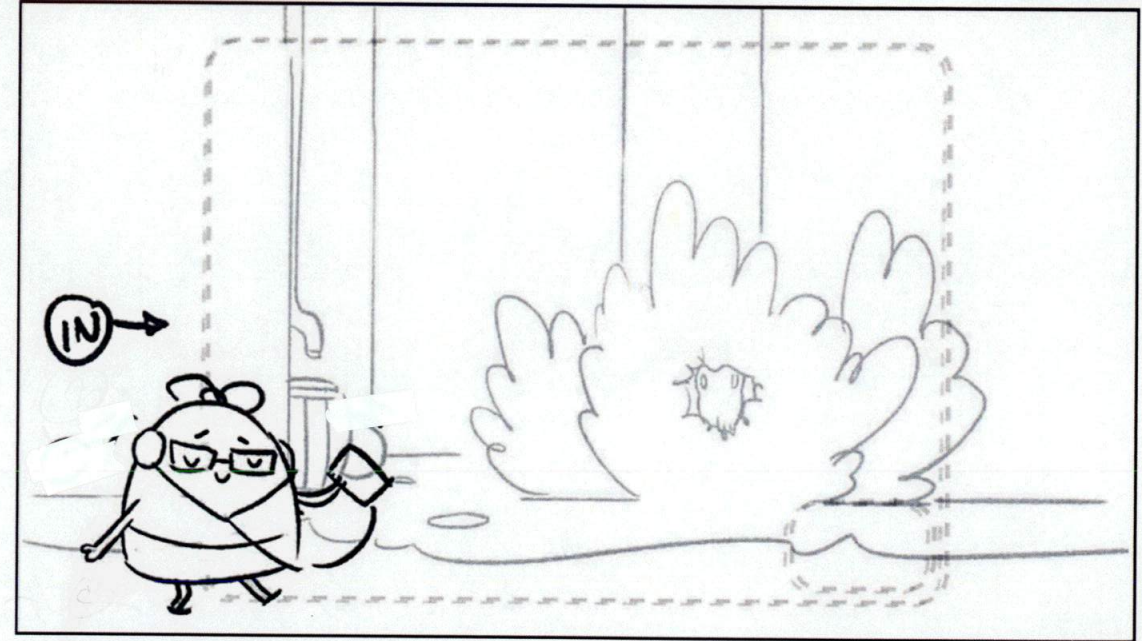


Page 148

Sc. 103 CONT Pnl. B Bg. day night



Sc. 103 CONT Pnl. C Bg. day night



Hu
cut

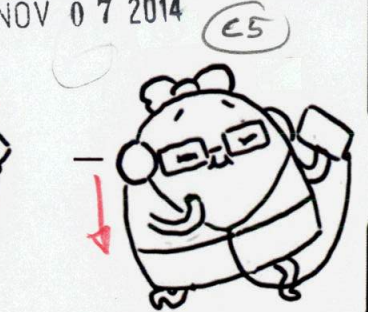
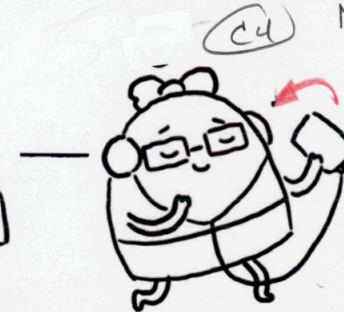
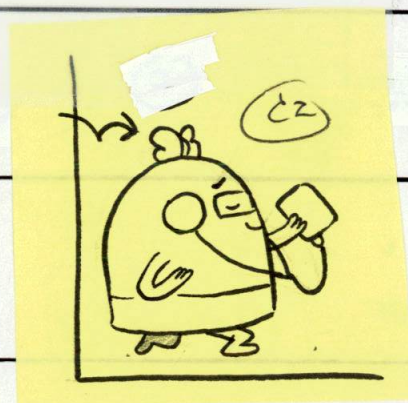
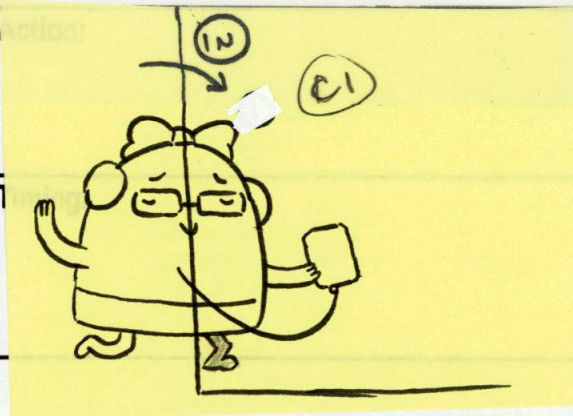
Dialog:

ACTION : -DEATH PEERS OUT OF BUSHES.
- GUMDROP LASS DANCES ON SCREEN.

- Gumdrop lass hums 'Lonely Bones'

- Gumdrop lass dances IN PLACE

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1025/204C

Ho
Cut

ADVENTURE TIME

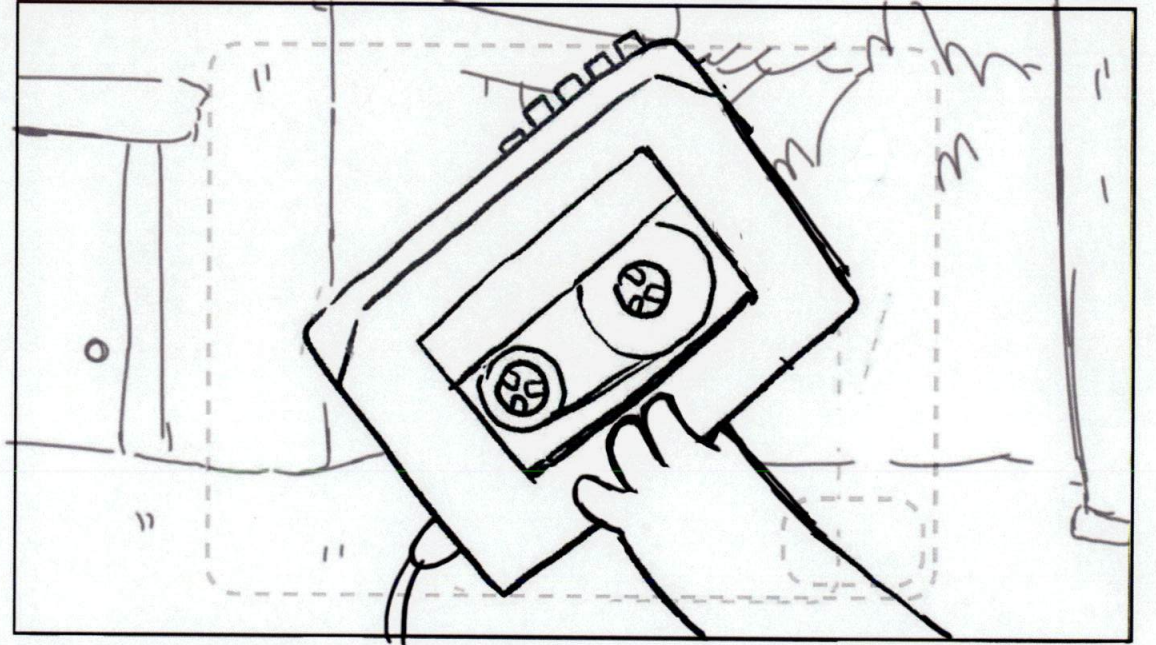


Ho
Cut

Sc. 104 Pnl. A Bg. day night

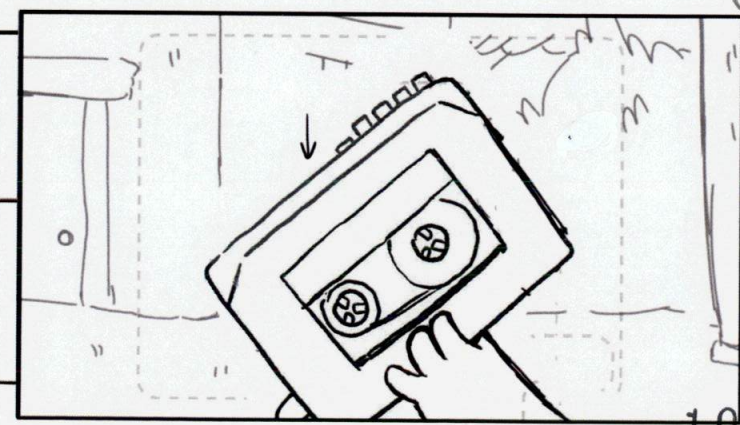


Sc. 105 Pnl. A Bg. day night



Cut

Dialog:	
D: Hello beautiful (sultry) NOV 07 2014	
Action:	Gumdrop lass dances
Timing:	



EPISODE #

1025/204C

Production :

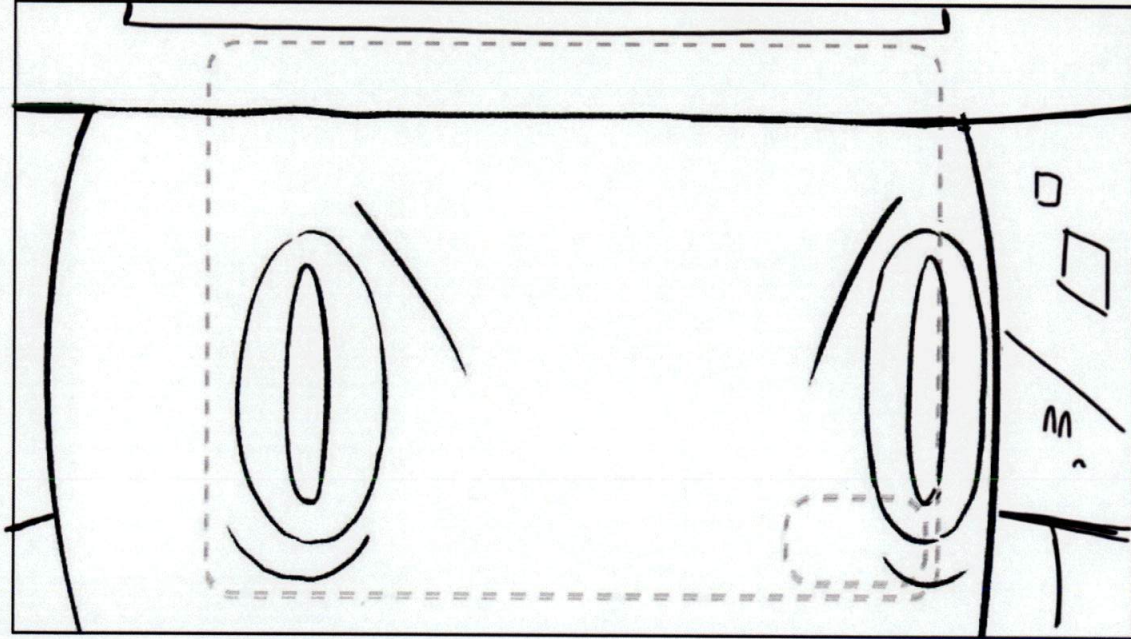
1025/204C

ADVENTURE TIME

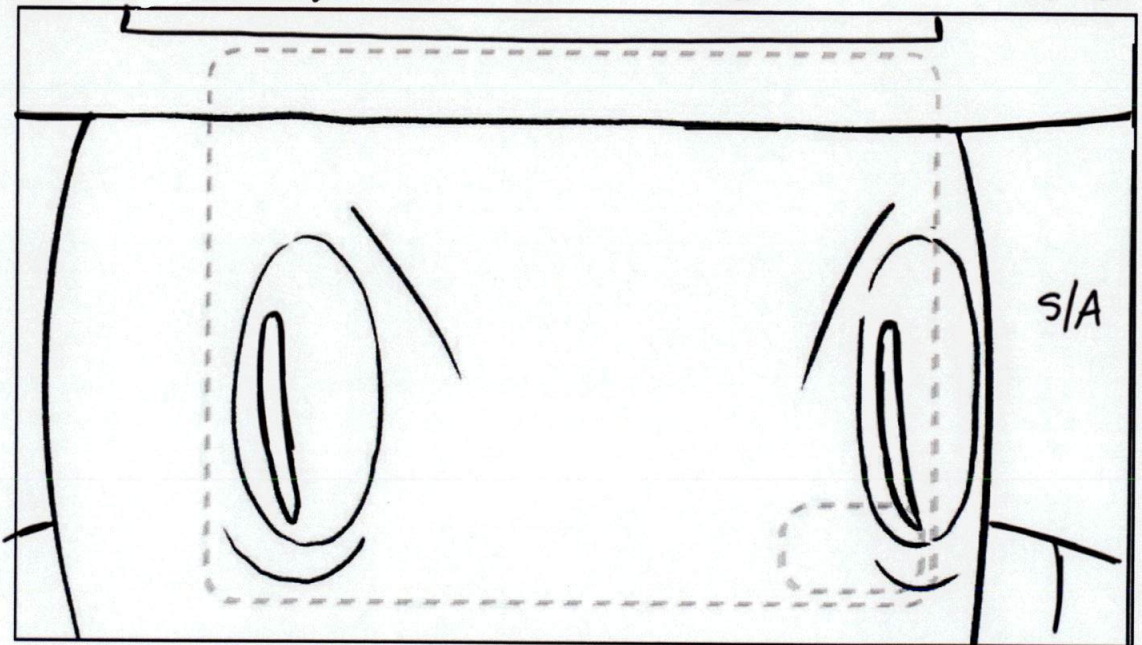


Page 150

Sc. 100 Pnl. A Bg. day night



Sc. 100 cont Pnl. B Bg. day night



Dialog:

Action:

He looks down (to his pouch)

NOV 07 2014

Timing:

EPISODE #

Production :

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1025/204C

1025/204C

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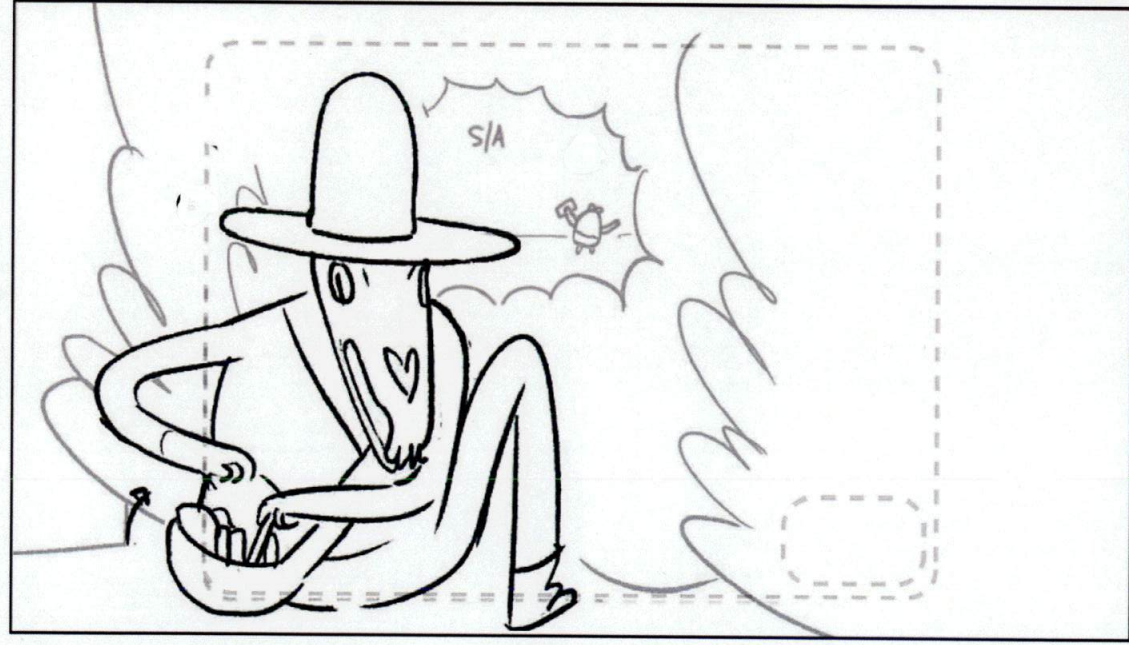
HY
Cut

ADVENTURE TIME

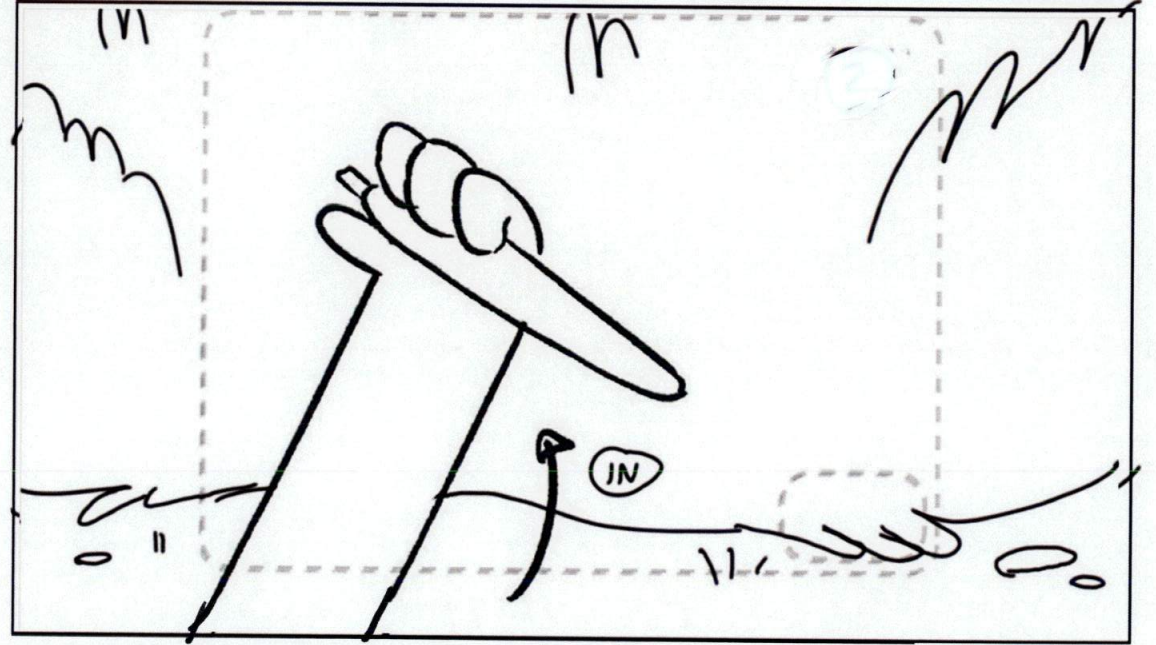


Cut

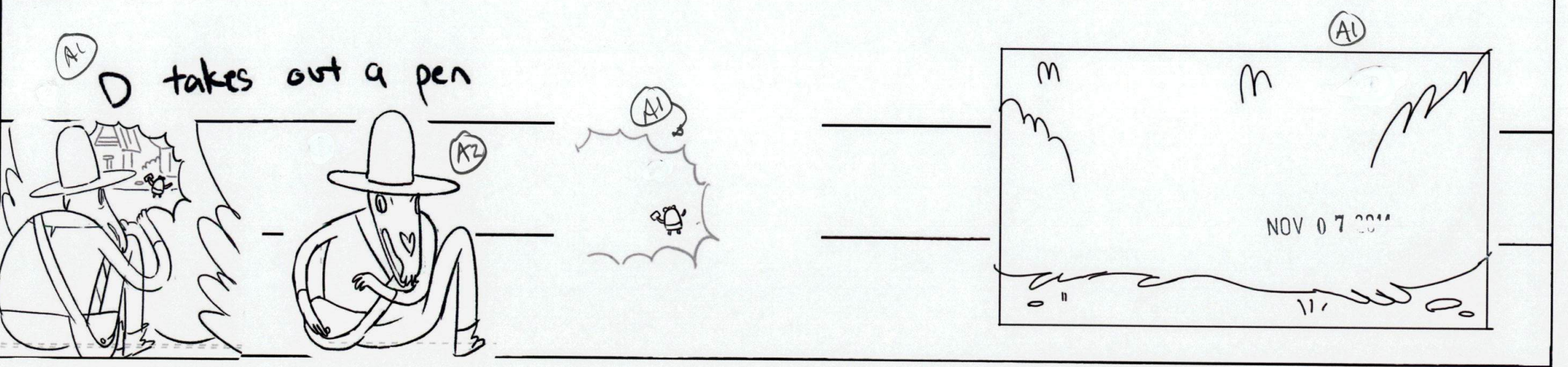
Sc. 107 Pnl. A Bg. day night



Sc. 108 Pnl. A Bg. day night



Dialog:



EPISODE #

Production :

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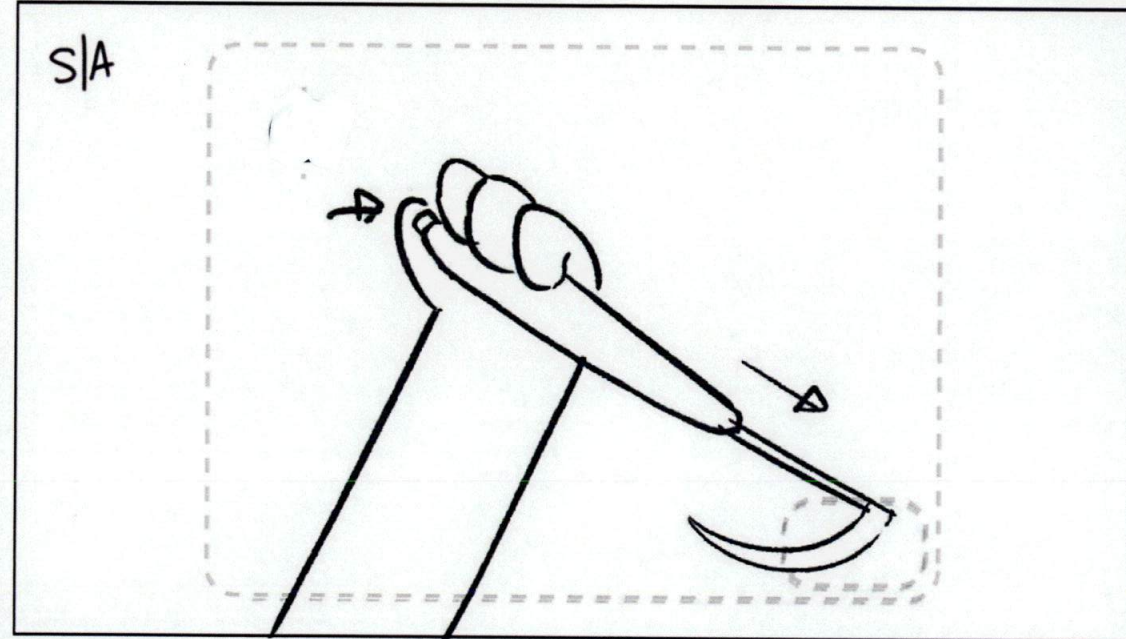
1025/204C

ADVENTURE TIME

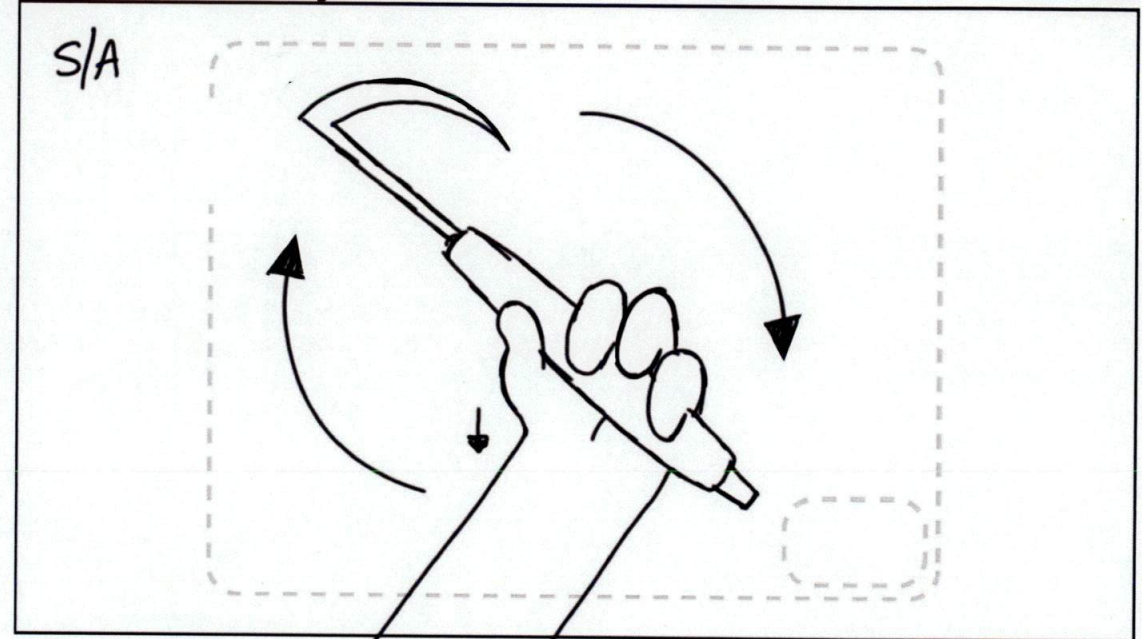


Page 152

Sc. 108 *CONT* Pnl. B Bg. day night



Sc. 108 *CONT* Pnl. C Bg. day night



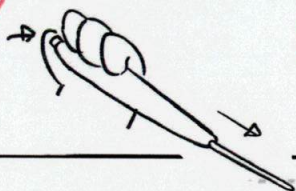
Dialog:

Action:

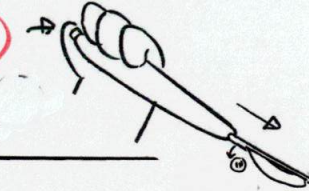
D dicks the pen, a small
scythe comes out

Timing:

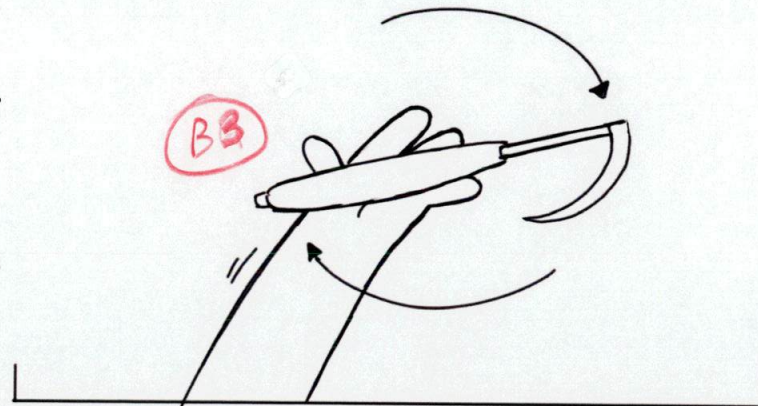
B1



B2



B3



NOV 07 2014

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Production :

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1025/204C

HO
CUT

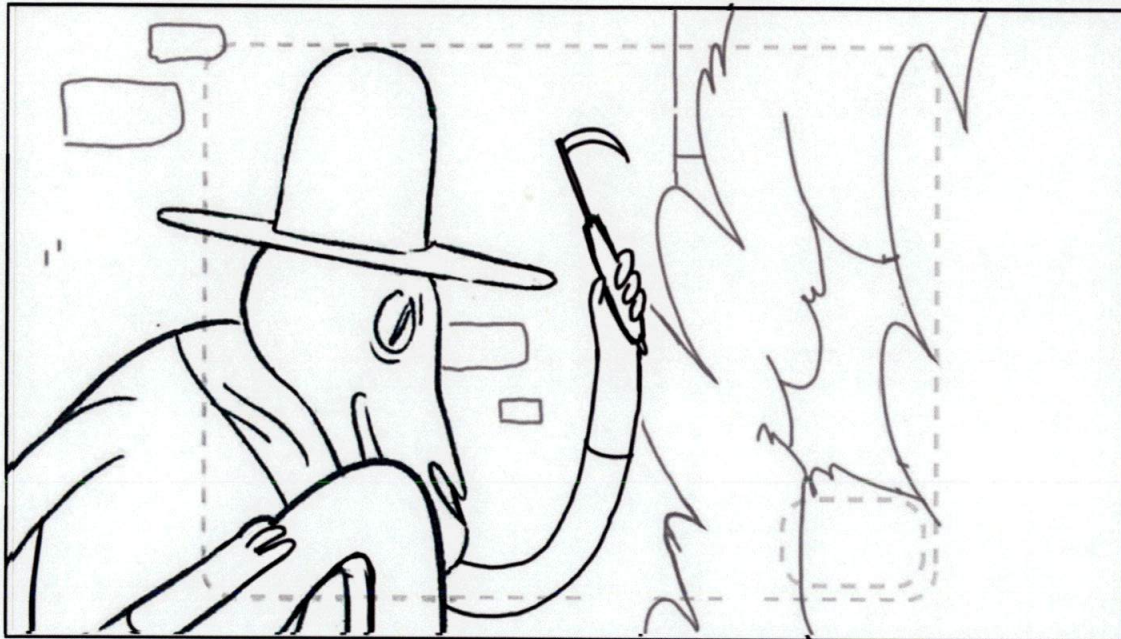
ADVENTURE TIME



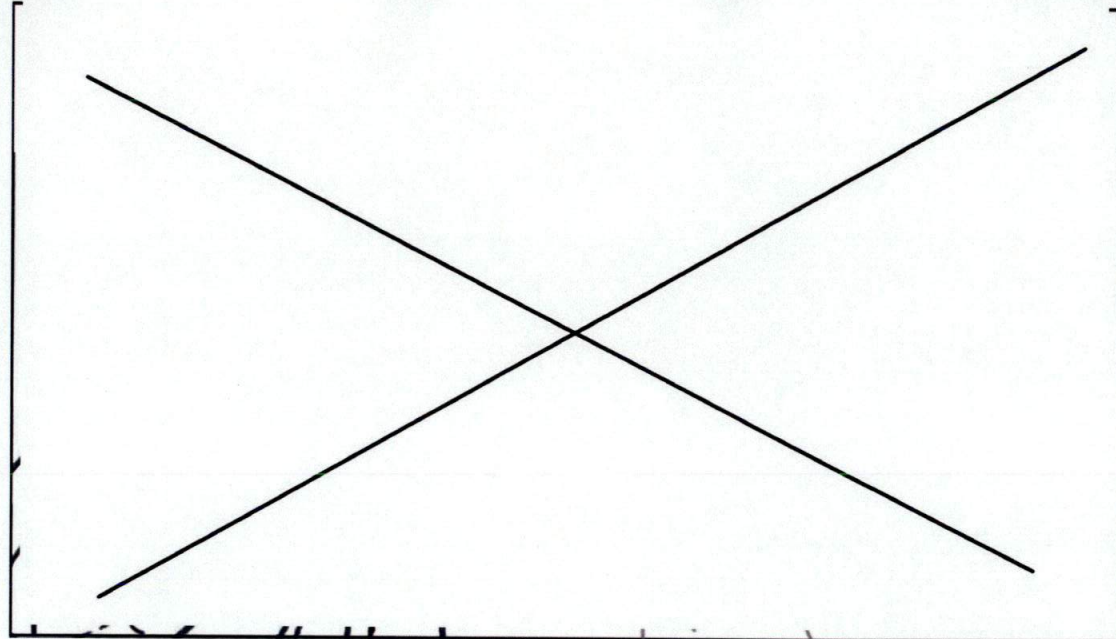
HO
CUT

Page 153

Sc. 109 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

D: There we go...

Action:

Timing:

NOV 07 2014

EPISODE #

1025/204C

Production :

1025/204C

ADVENTURE TIME



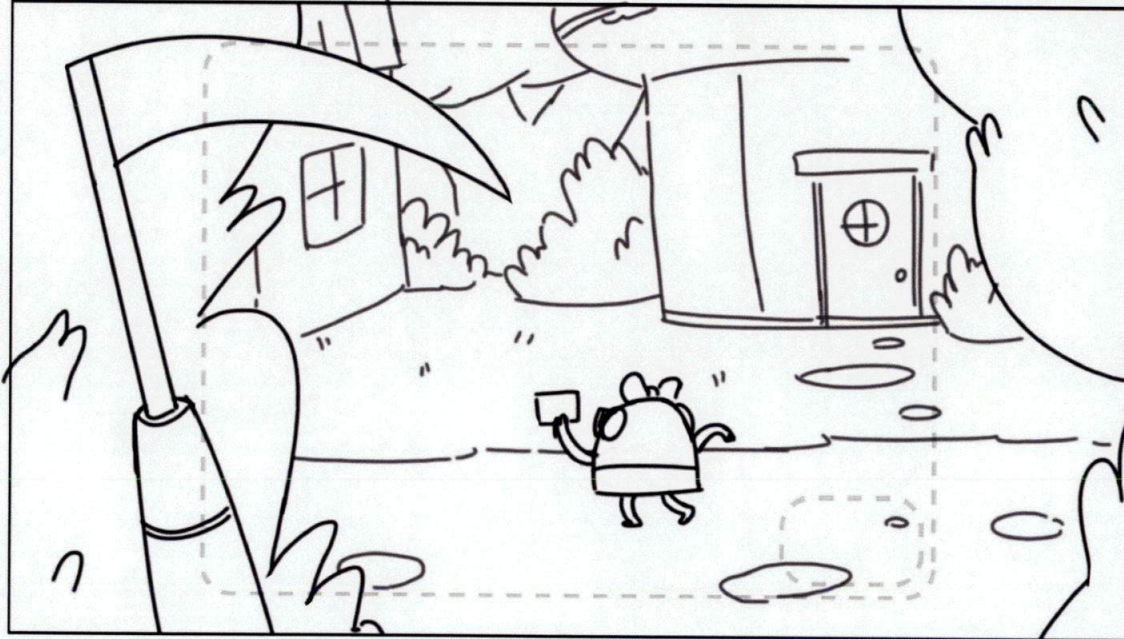
Page 154

Sc. 110

Pnl. A

Bg.

day night



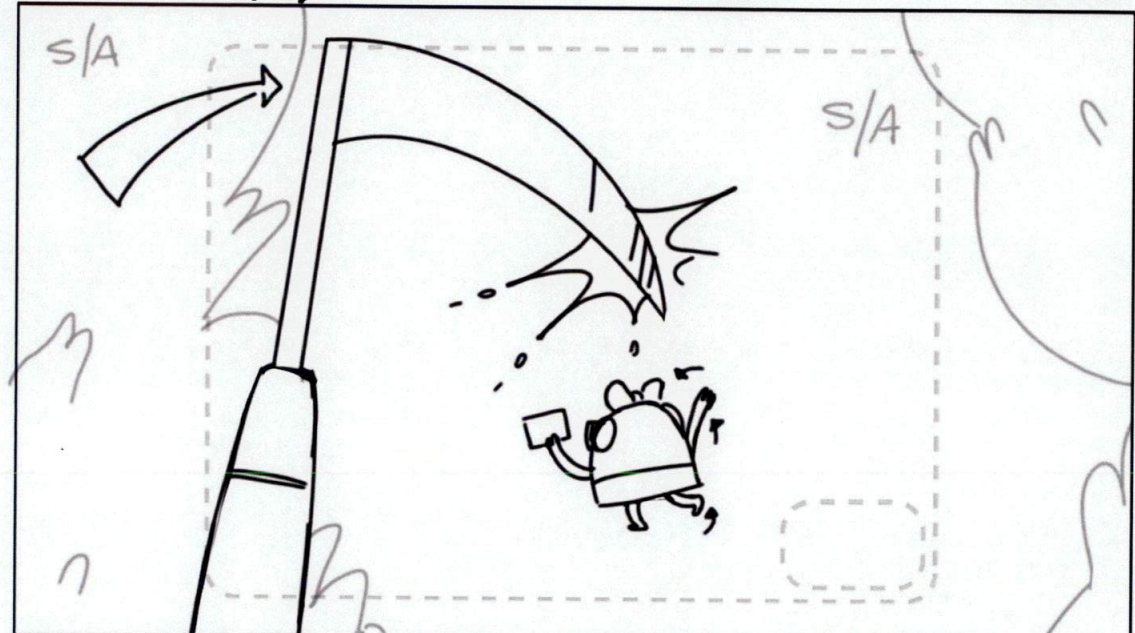
Sc. 110

cont

Pnl. B

Bg.

day night



Dialog:

D/ Just one little --

Action:

D tilts scythe back and forth 2-3 times
scythe glints

NOV 07 2014

Timing:

EPISODE #
1025/204C

Production :

1025/204C

ADVENTURE TIME

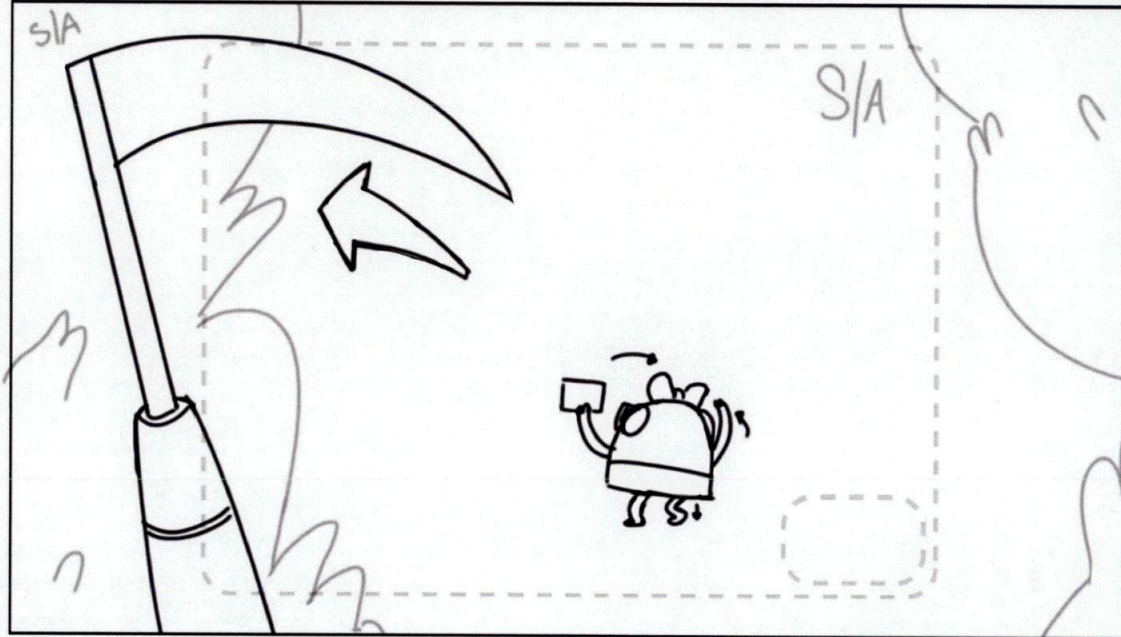


Page 155

Sc. 110 cont Pnl. C

Bg.

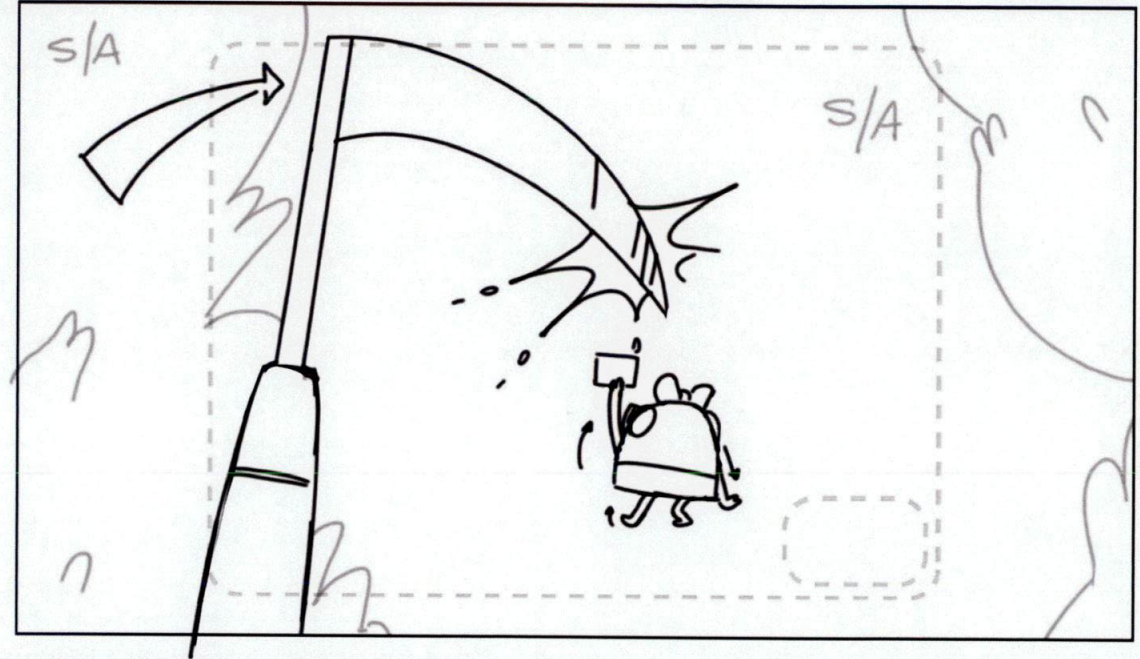
day night



Sc. 110 cont Pnl. D

Bg.

day night



Dialog:	D/ Swoosh of the scythe.
Action:	
Timing:	NOV 07 2014

EPISODE #

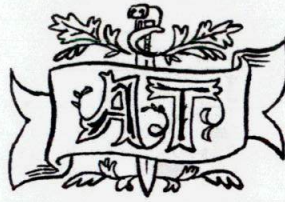
Production :

1025/2040

1025/2040

1025/2040

ADVENTURE TIME



Cut

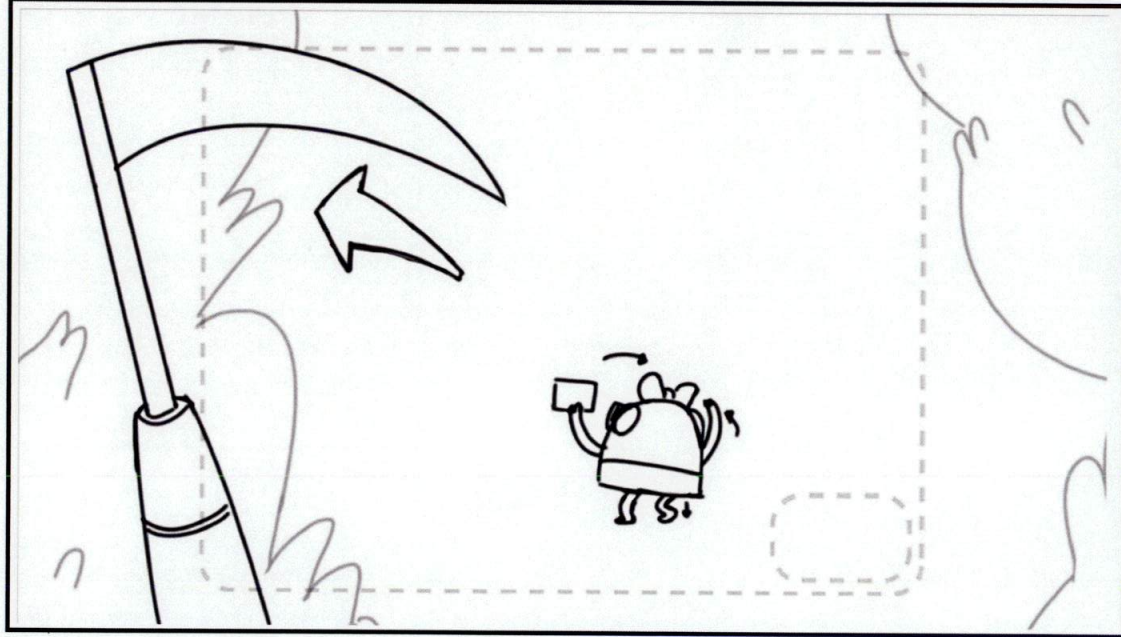
Page 156

Sc. 110 CONT

Pnl. E

Bg.

day night

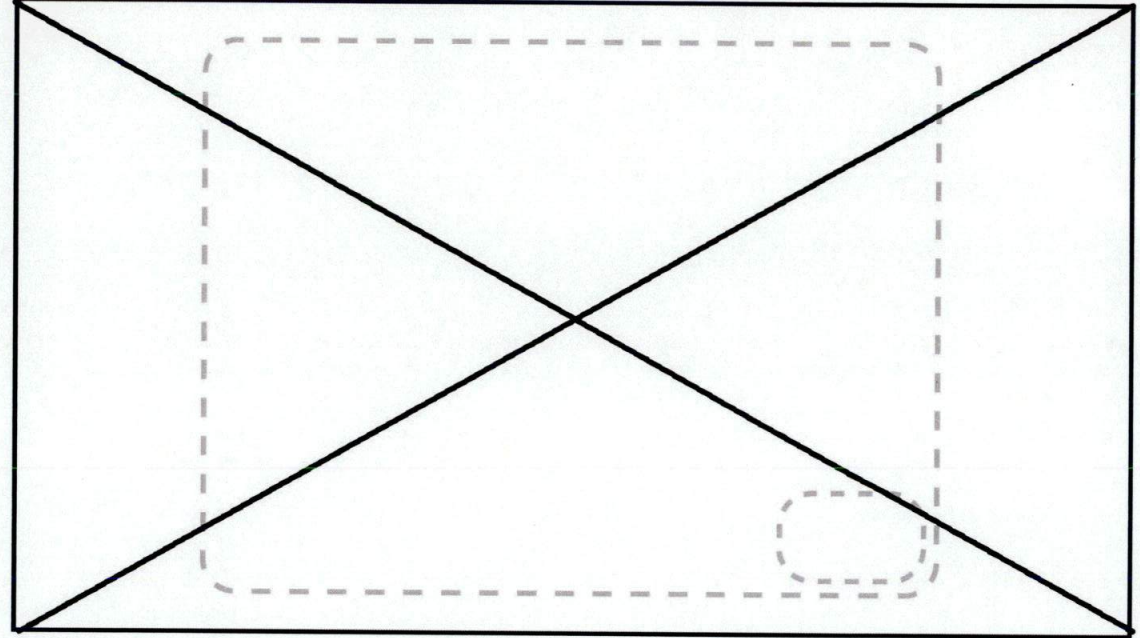


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

NOV 07 2014

EPISODE #

Production:

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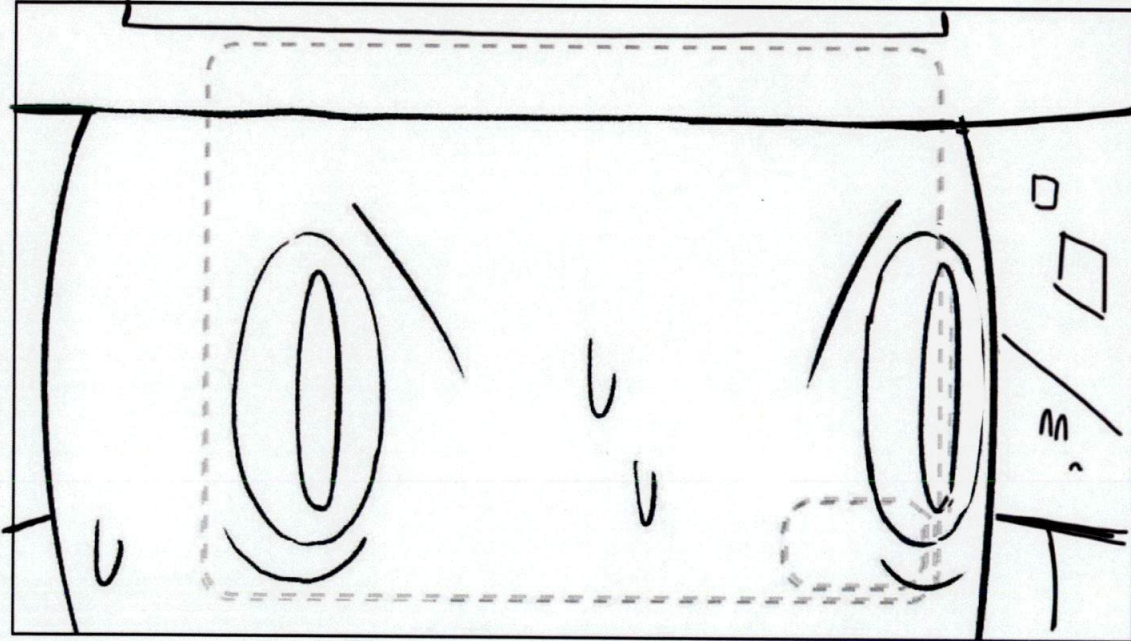
1025/204C

ADVENTURE TIME

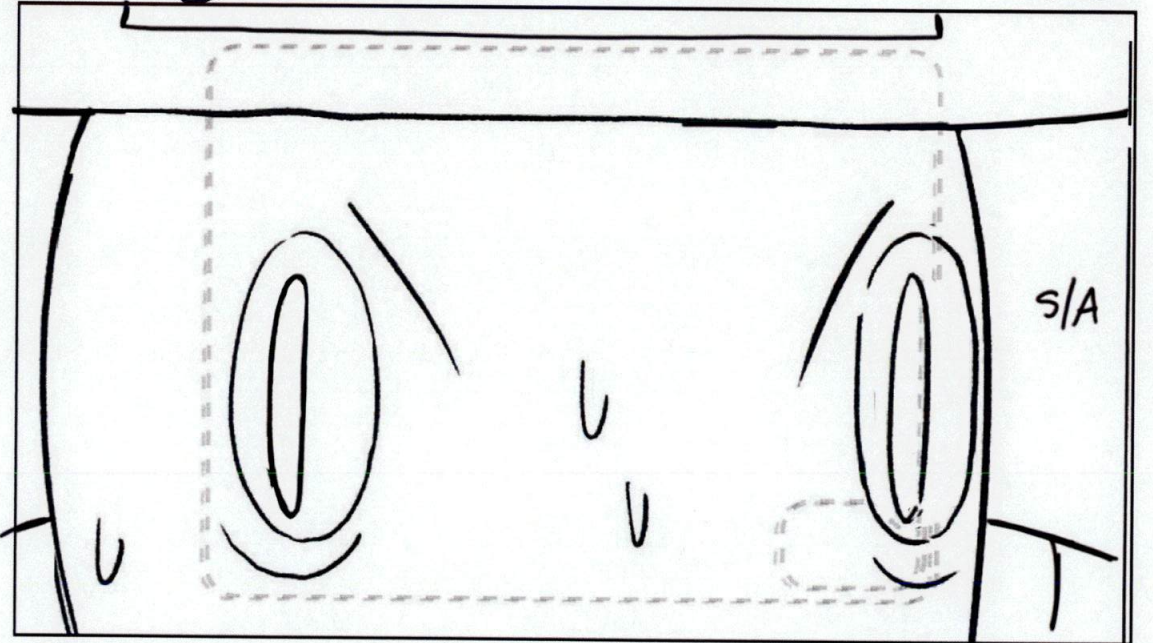


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Sc. III Pnl. A Bg. day night

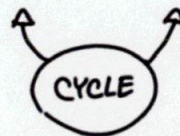


Sc. III CONT Pnl. B Bg. day night



Dialog:

D: Oh man, this is a new low.



Action:

D's eyes move back and forth as he watches gumdrop lass

Timing:

NOV 07 2014

EPISODE #

1025/204C

Production :

1025/204C

1025/204C

1025/2040
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Cut

ADVENTURE TIME



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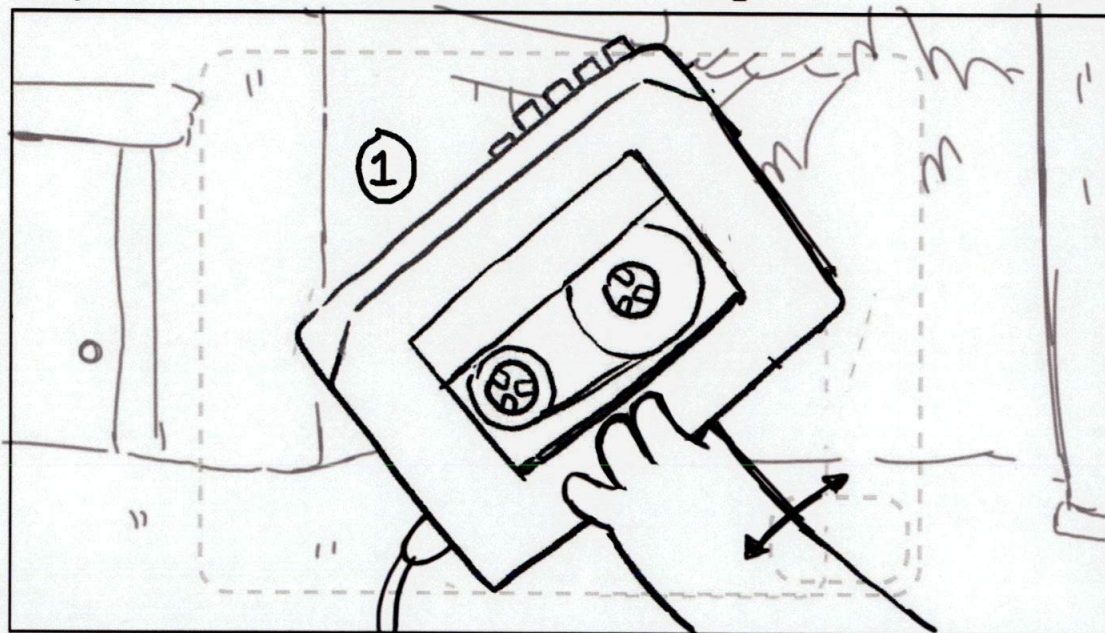
170
Cut

Sc. 112

Pnl. A

Bg.

day night

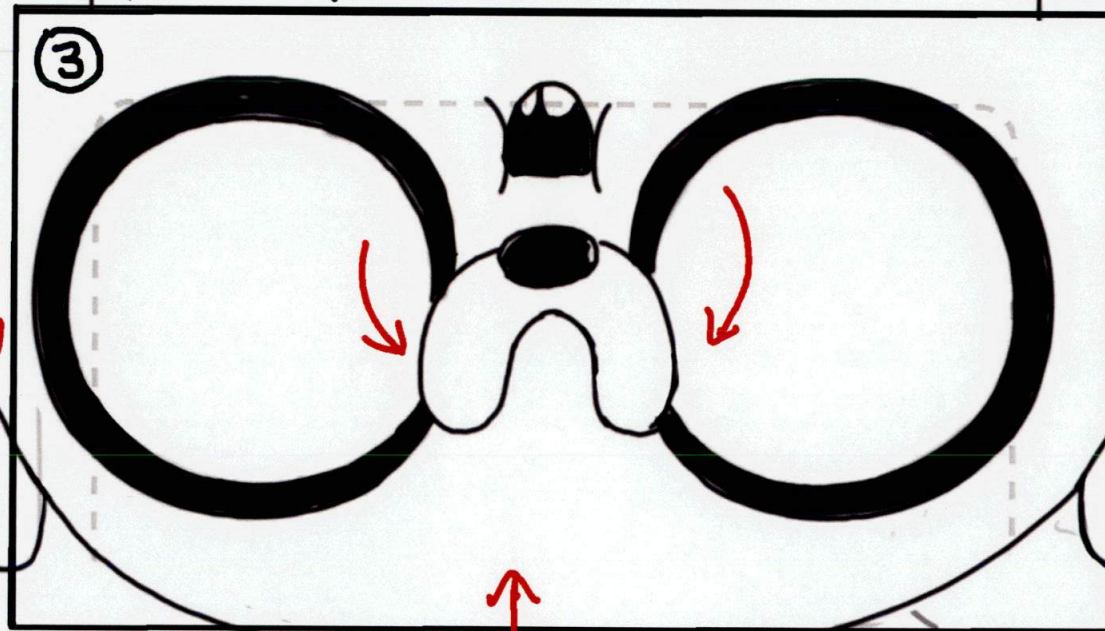


Sc. 112 CONT

Pnl. B

Bg.

day night



EPISODE #

Dialog:

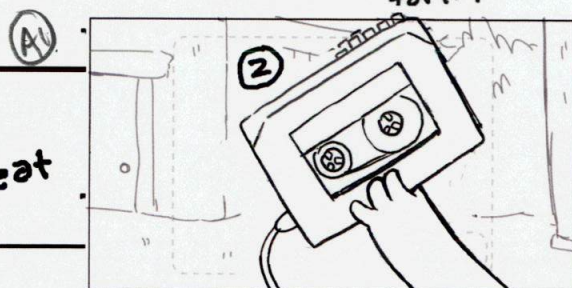
D: If someone saw me I'd be embarrassed.

Action:

CU of tape deck moving back and forth

Timing:

CYCLE
①, ② repeat

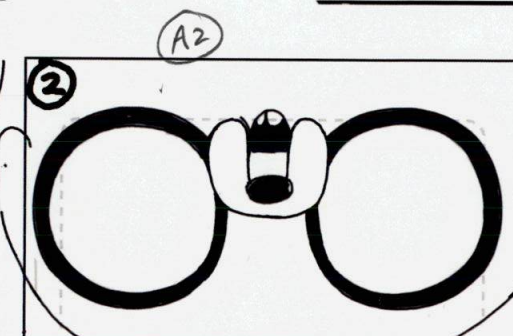
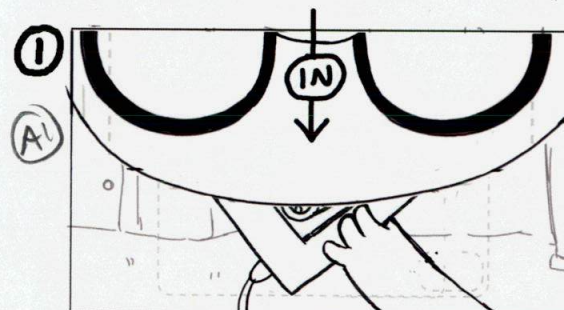


DIAL: - J/ Hey Death!

ACTION: - J comes into frame

① IN, ② OVERSHOOT, ③ SETTLE.

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Production :

1025/2040

10 25 / 20 4 C

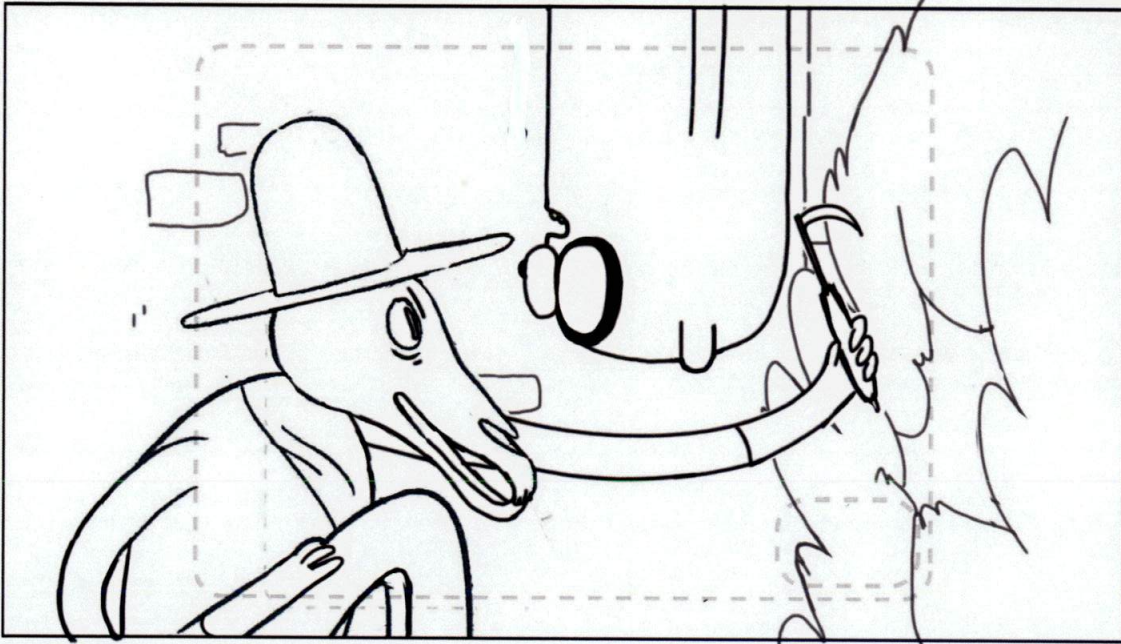
HO
GUT

ADVENTURE TIME

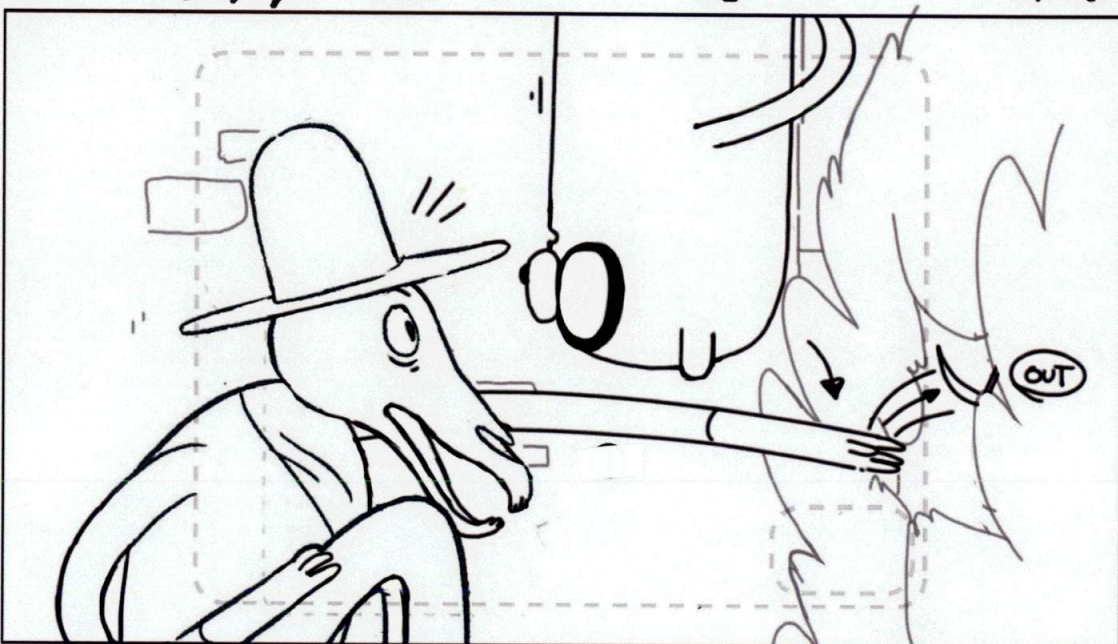


Page 159

Sc. 113 Pnl. A Bg. day night



Sc. 113 CONT Pnl. B Bg. day night



Cont

Dialog:

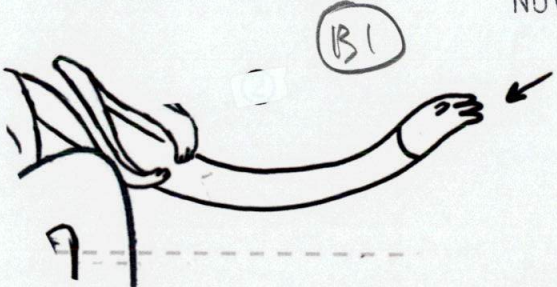
D/ Ah, Jake!

Action:

D CHUCKS SCYTHE

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Timing:



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Production :

10 25 / 20 4 C

ADVENTURE TIME



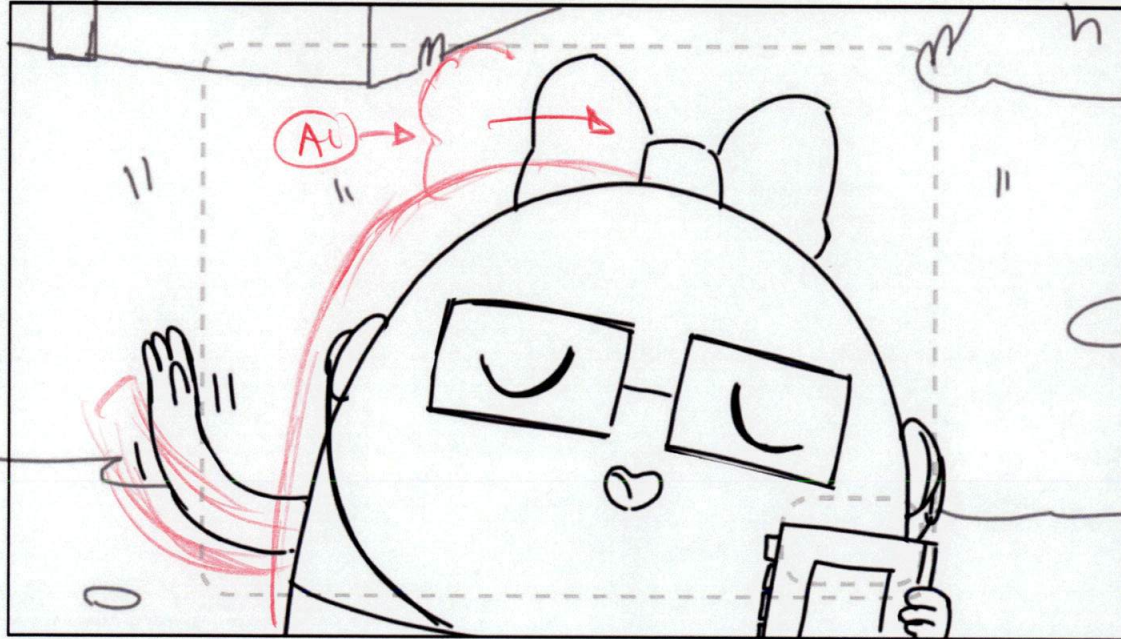
Page 160

Sc. 114

Pnl. A

Bg.

day night

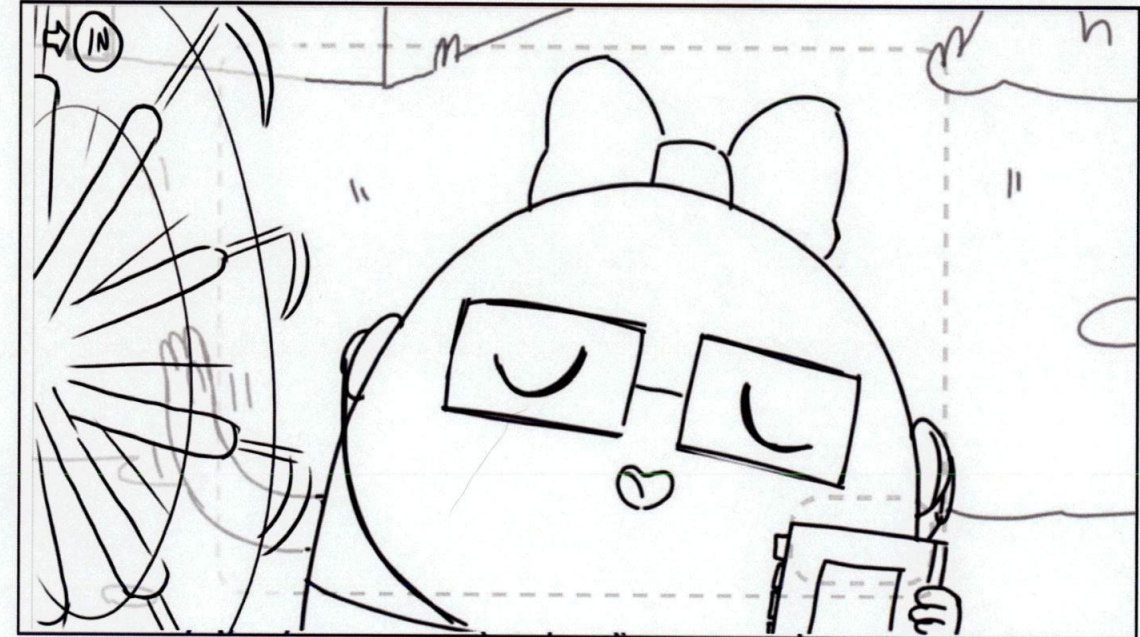


Sc. 114 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

GUMDROP LASS DODGES
LEFT AT THE LAST SECOND
- SCYTHE FLIES THRU IN PERSPECTIVE

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Timing:

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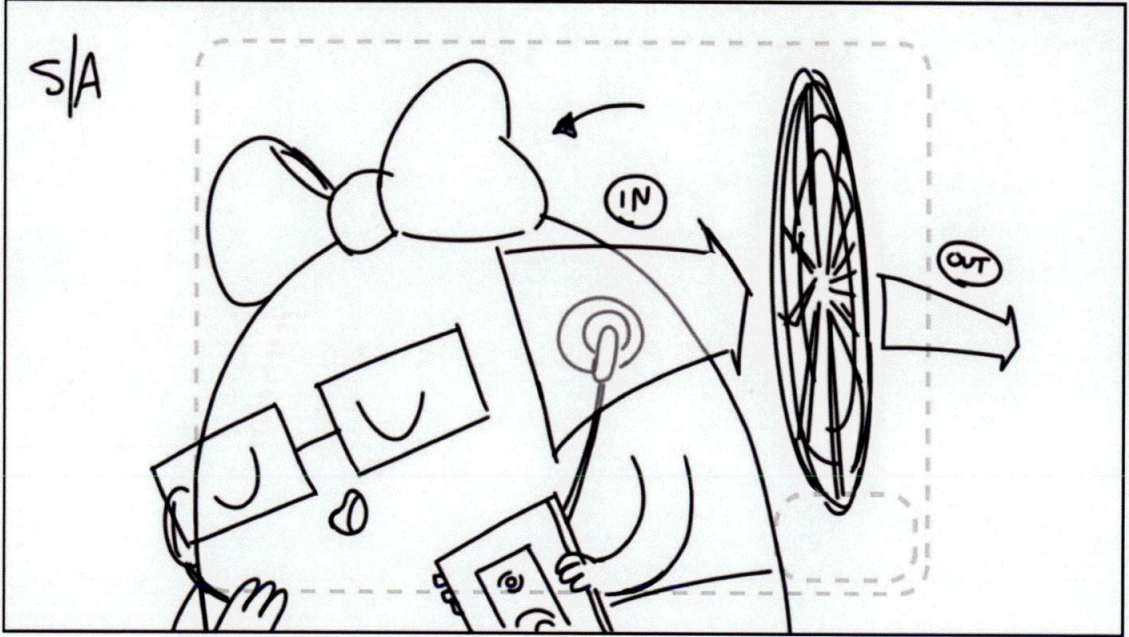
Production :

1025/204C

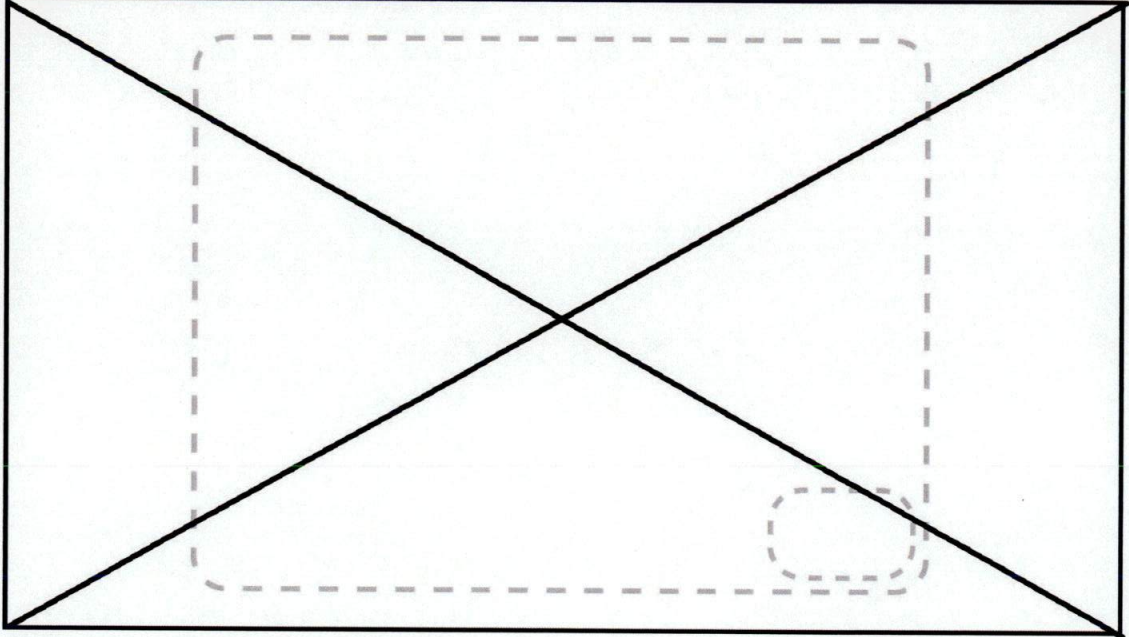
ADVENTURE TIME



Sc. 114 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

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Production:

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ADVENTURE TIME



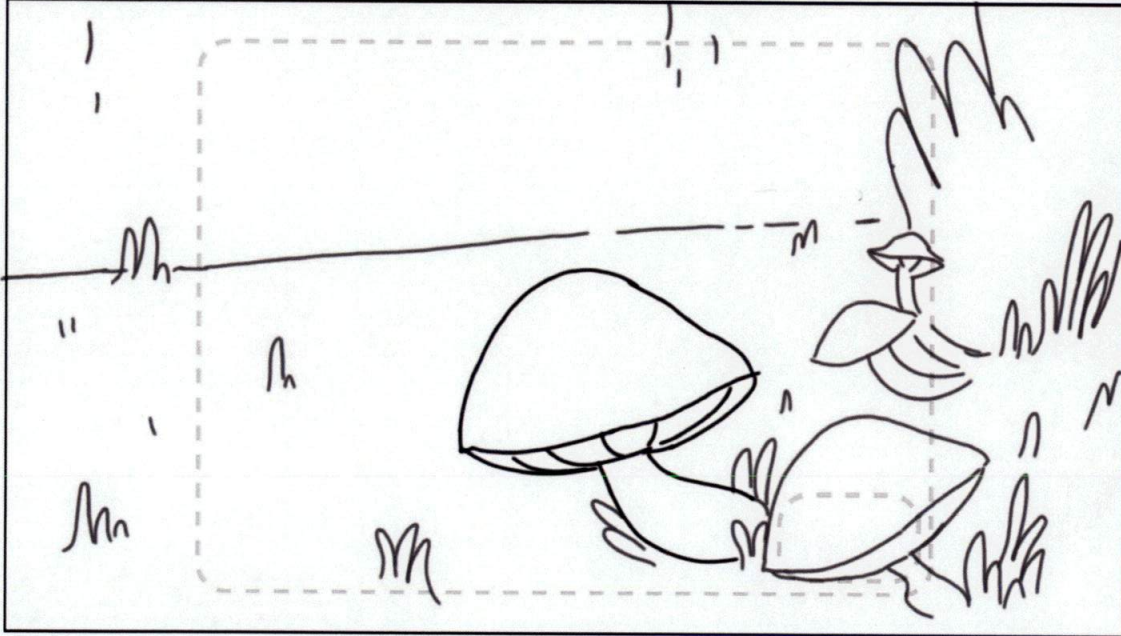
Page 162

Sc. 115

Pnl. A

Bg.

day night



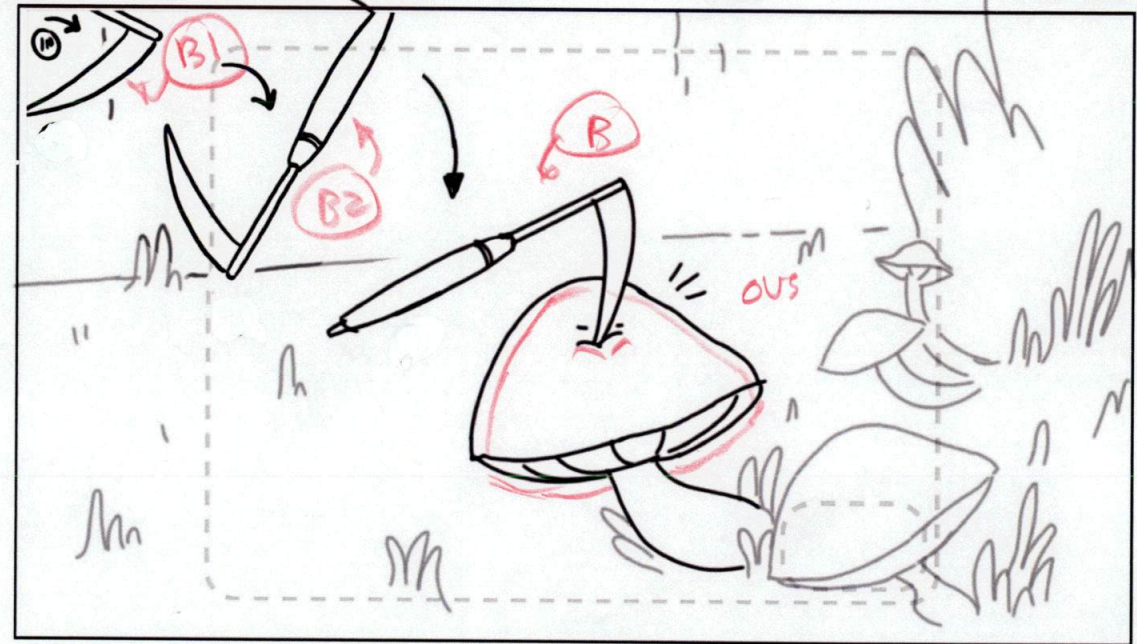
Sc. 115

CONT

Pnl. B

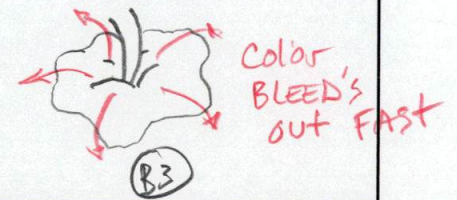
Bg.

day night



Dialog:

shk



Action:

SCYTHE HITS A MUSHROOM
BEHIND GDL

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Timing:

EPISODE #

1025/204C

Production :

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ADVENTURE TIME

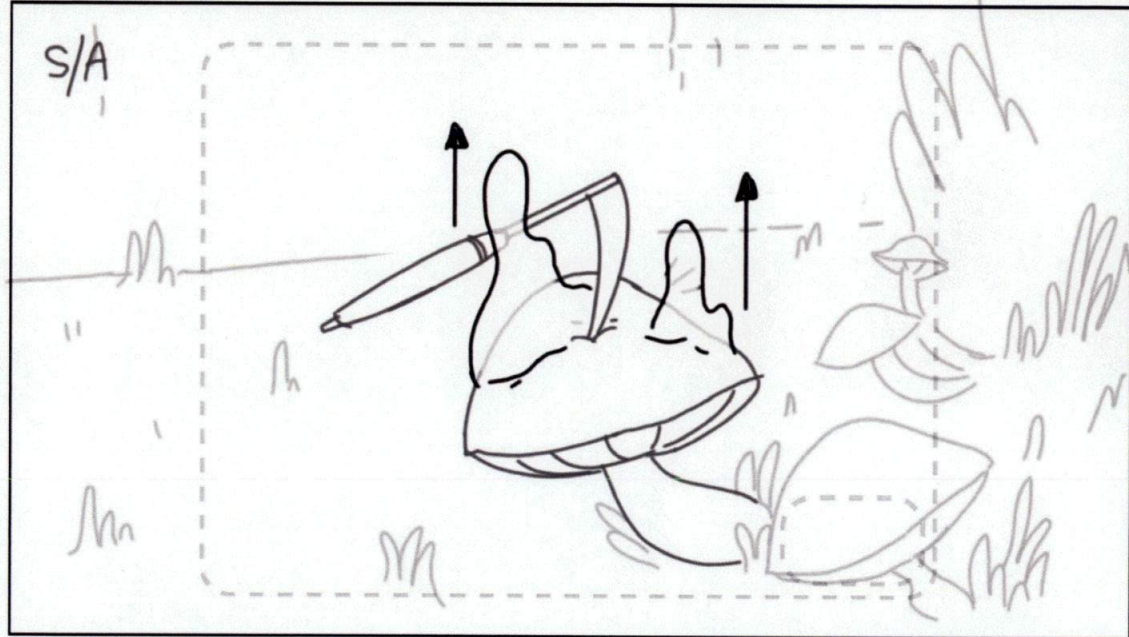


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Sc. 115 CONT Pnl. C

Bg.

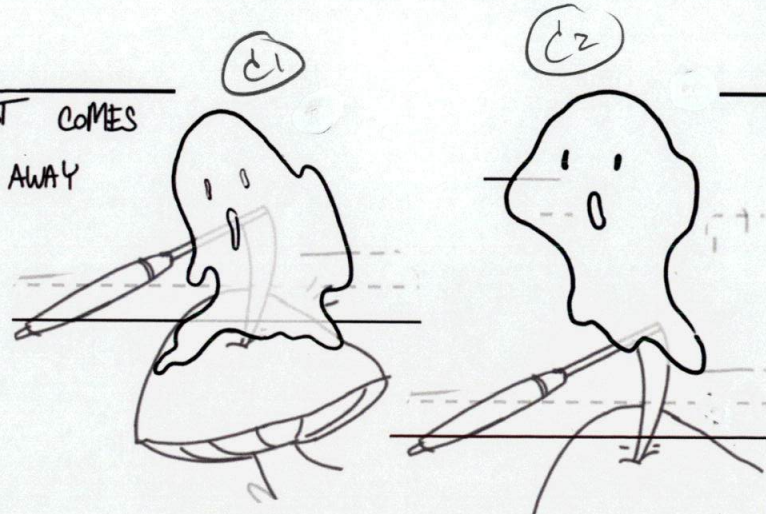
day night



Dialog:

Action: MUSH ROOM GHOST COMES OUT AND FLIES AWAY

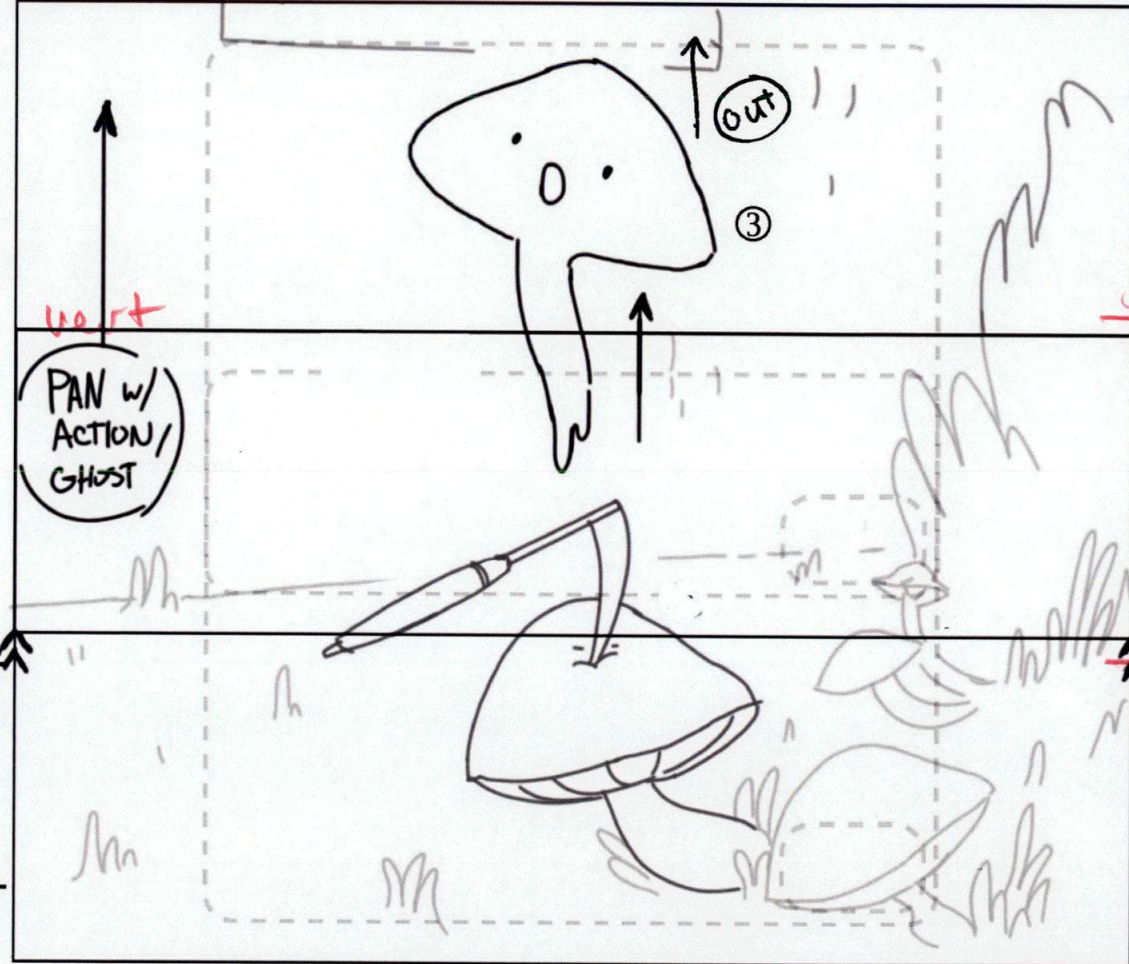
Timing:



Sc. 115 CONT

Bg.

day night



NOV 07 2014

GHOST: oooooHH!!

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Production :

1025/204C

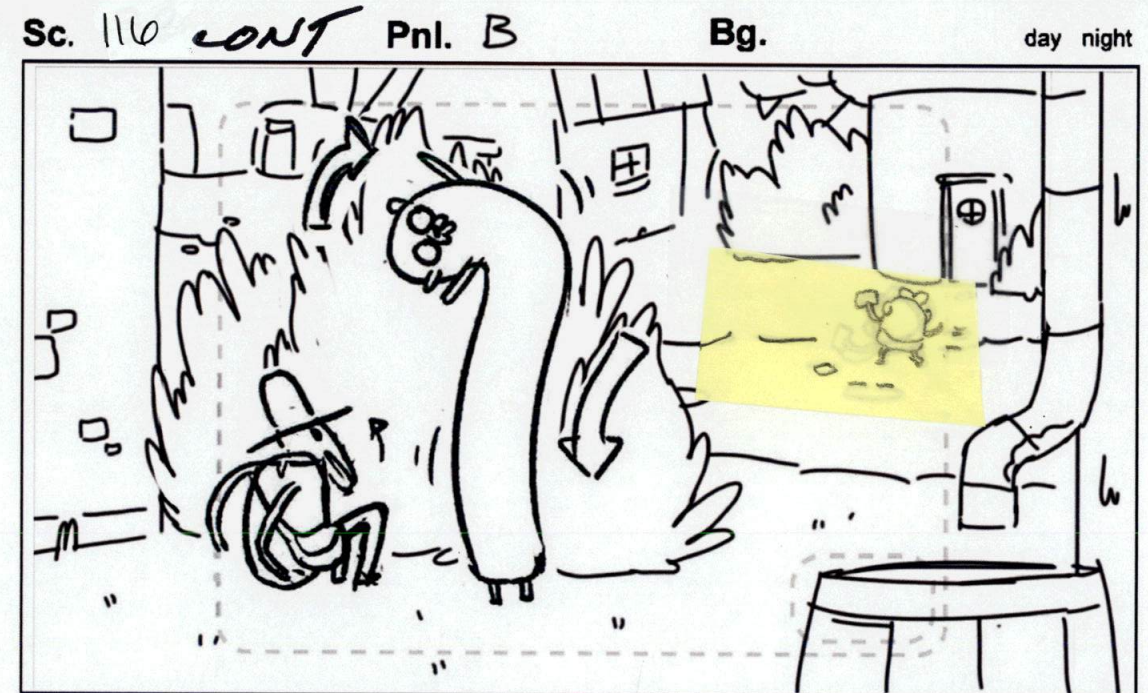
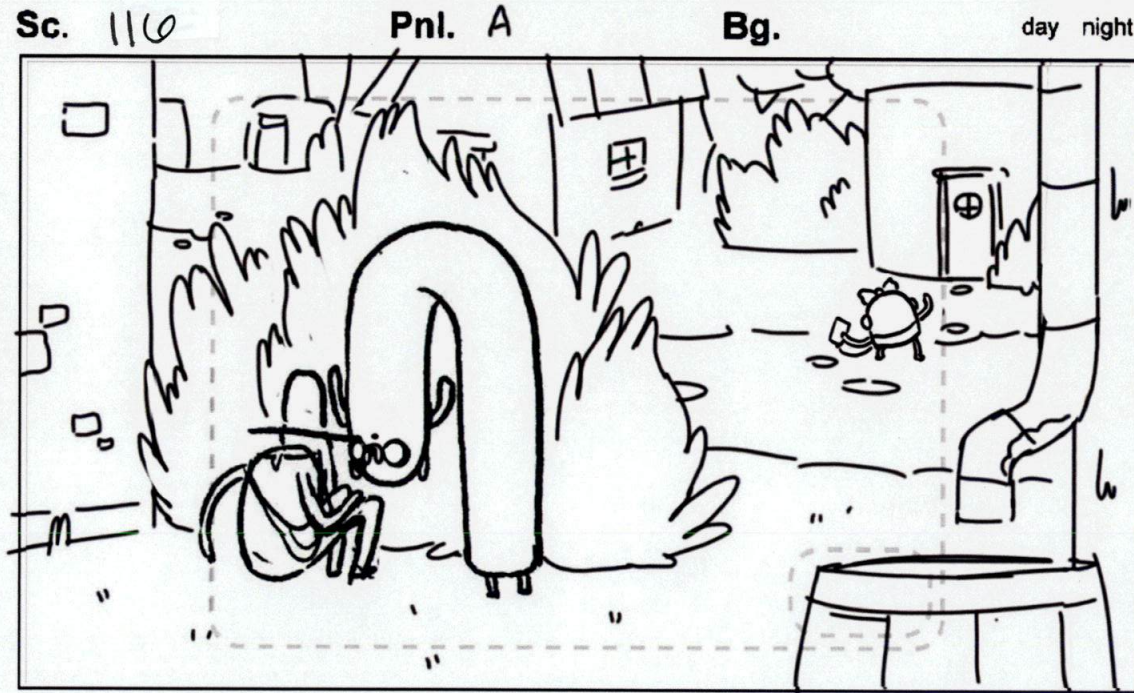
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ADVENTURE TIME



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Dialog:

J/ Whatcha doin?

Action:

Timing:

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Production :

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ADVENTURE TIME

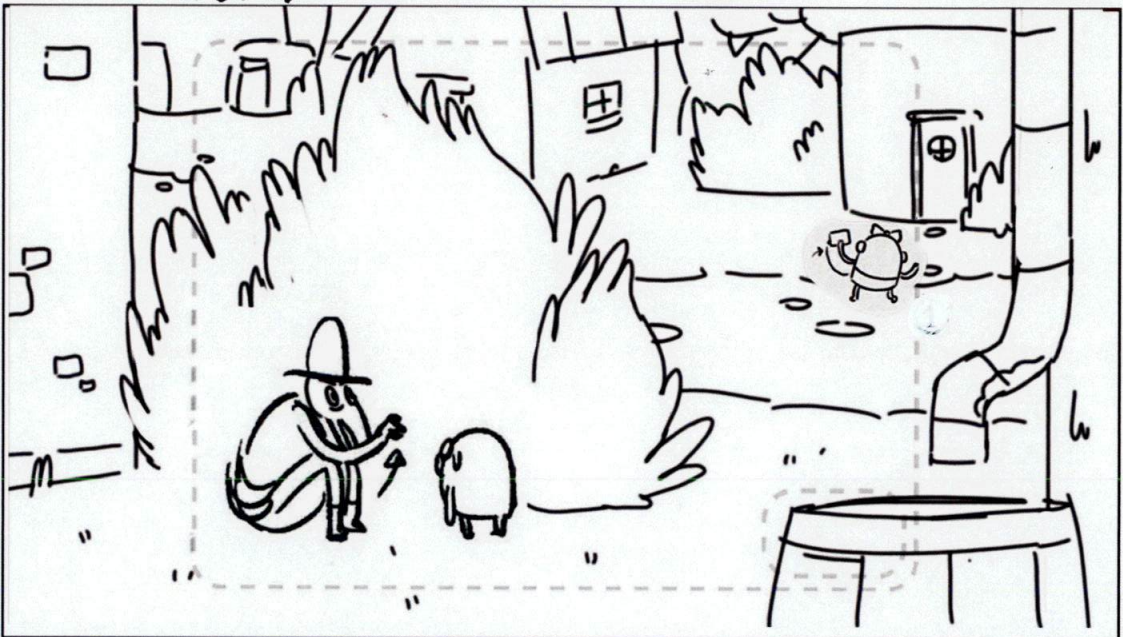


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Sc. 116 *CONT* Pnl. C Bg. day night



Sc. 116 *CONT* Pnl. D Bg. day night



<p>Dialog:</p> <div data-bbox="322 1055 591 1315"></div> <p>D/ You know ah. Just uh.</p> <div data-bbox="1532 1023 1854 1120"><p>D:... bushin</p></div>
<p>Action:</p> <div data-bbox="806 1185 1075 1315"></div> <div data-bbox="2069 1185 2311 1315"></div>
<p>Timing:</p> <div data-bbox="2204 1299 2419 1347"><p>NOV 07 2014</p></div>

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Production :

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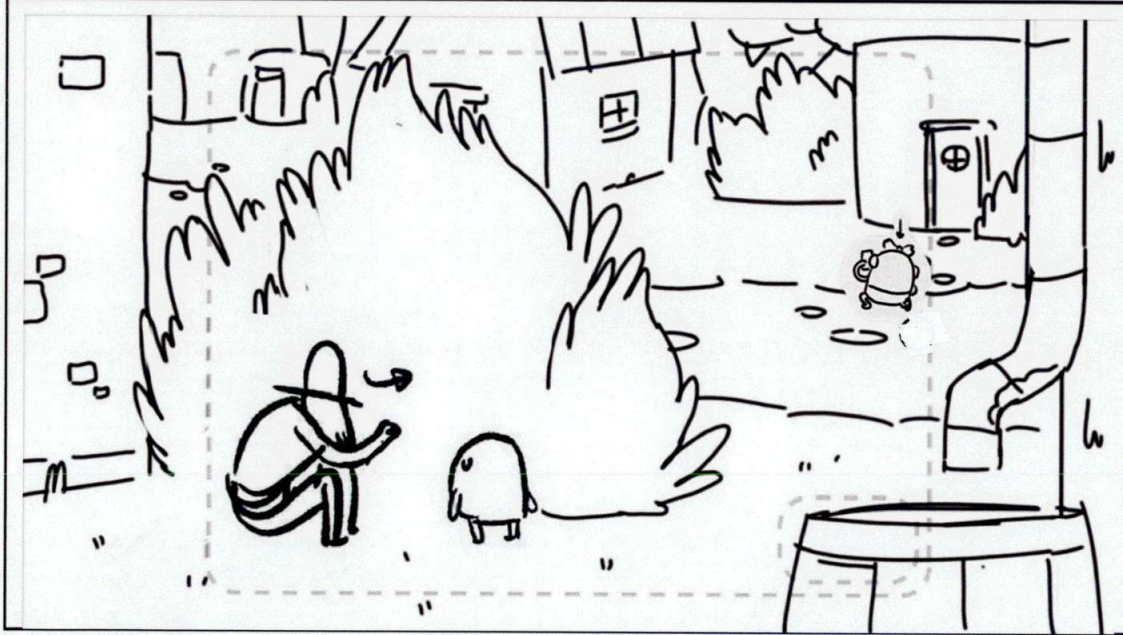
1025/204C

ADVENTURE TIME

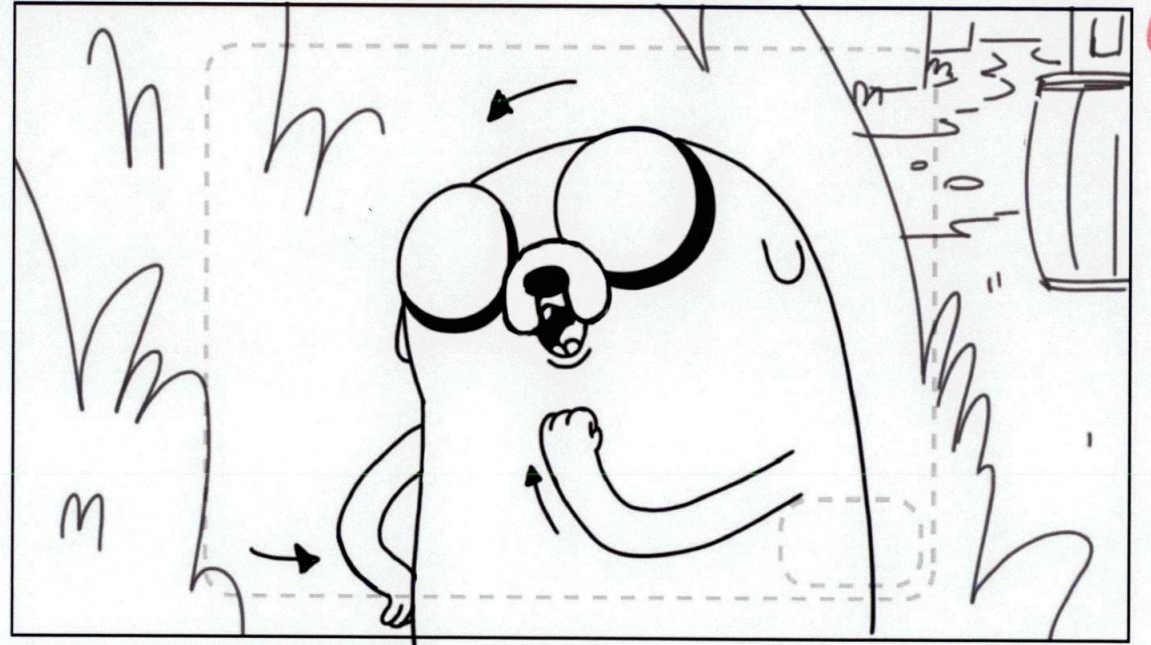


Page 166

Sc. 116 *cont* Pnl. E Bg. day night



Sc. 117 Pnl. A Bg. day night



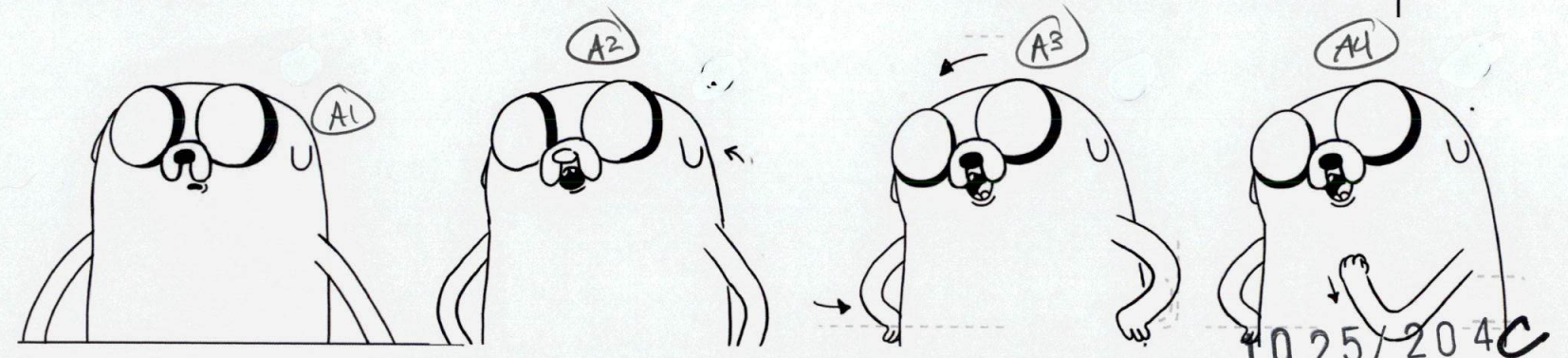
Cut

Dialog:
 D: its uh somethin we
 do in the land of the dead(mumbled)
 J: whoa cool! Bushin!

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Timing:



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1025/204C

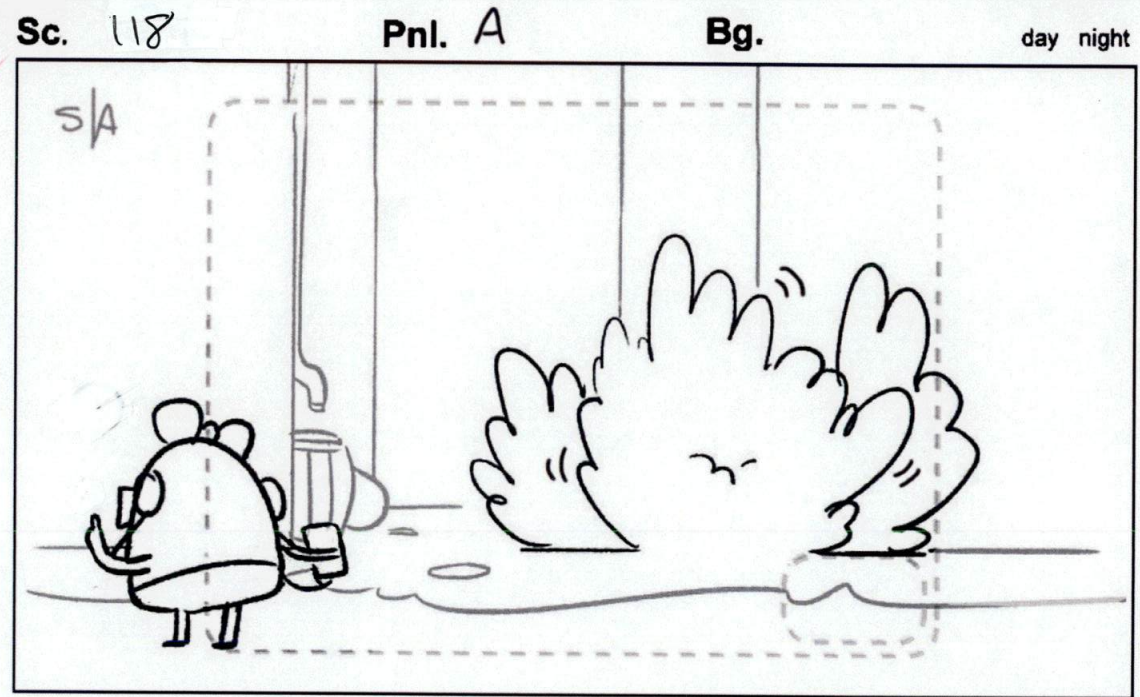
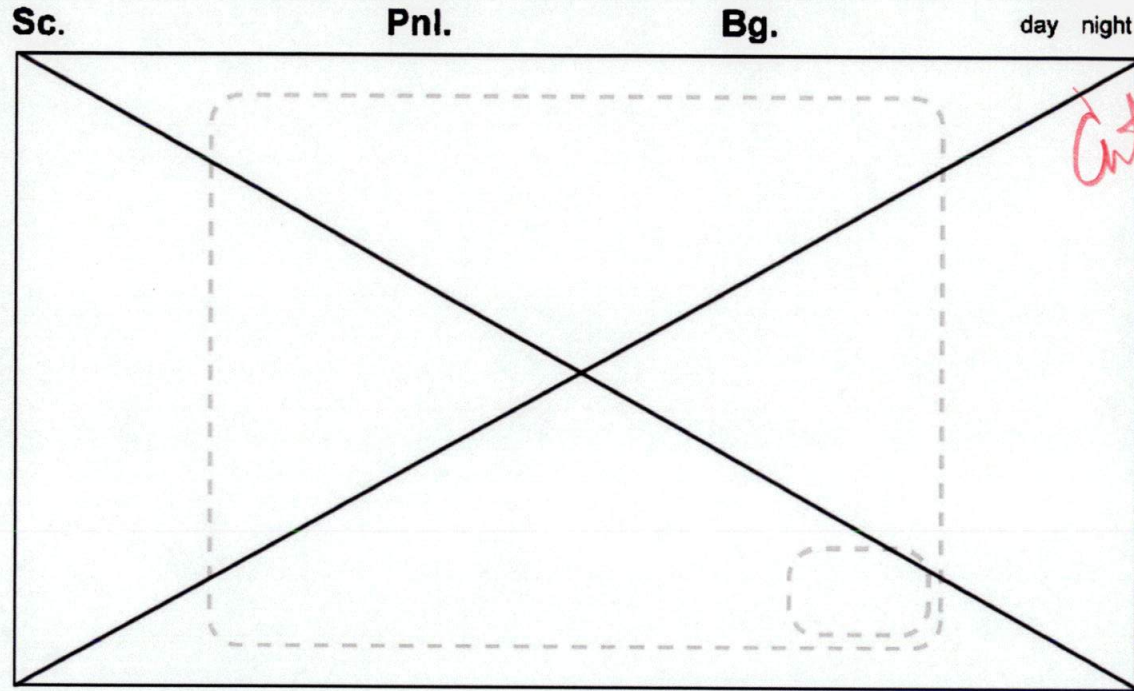
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ADVENTURE TIME



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Dialog:	
Action:	
Timing:	<p>bush rustles</p> <p>NOV 07 2014</p>

EPISODE #

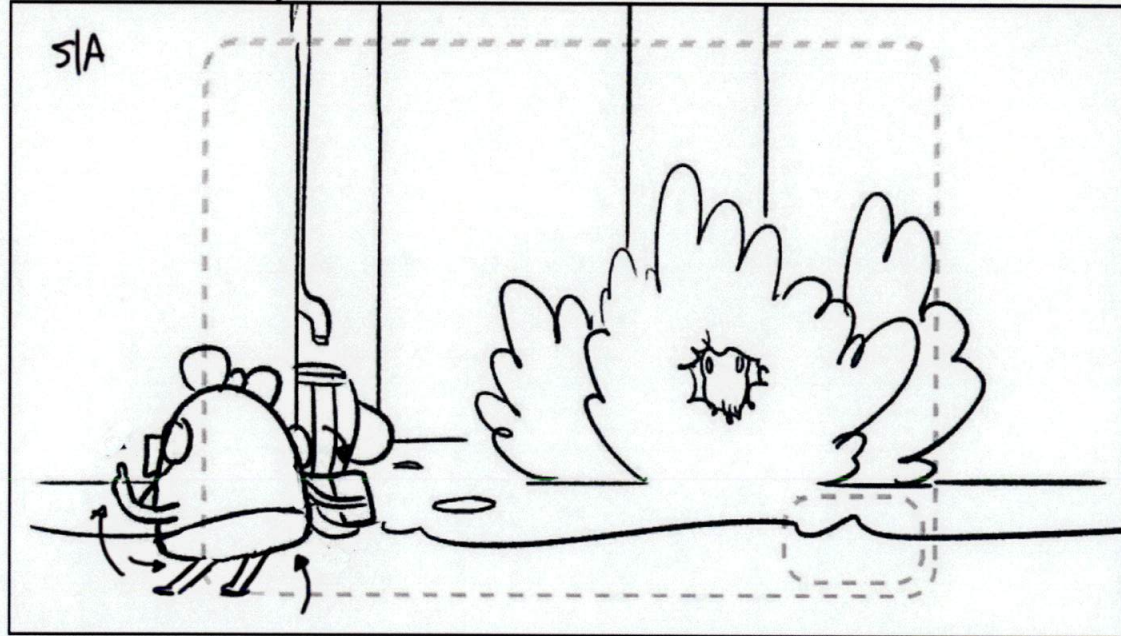
Production :

ADVENTURE TIME

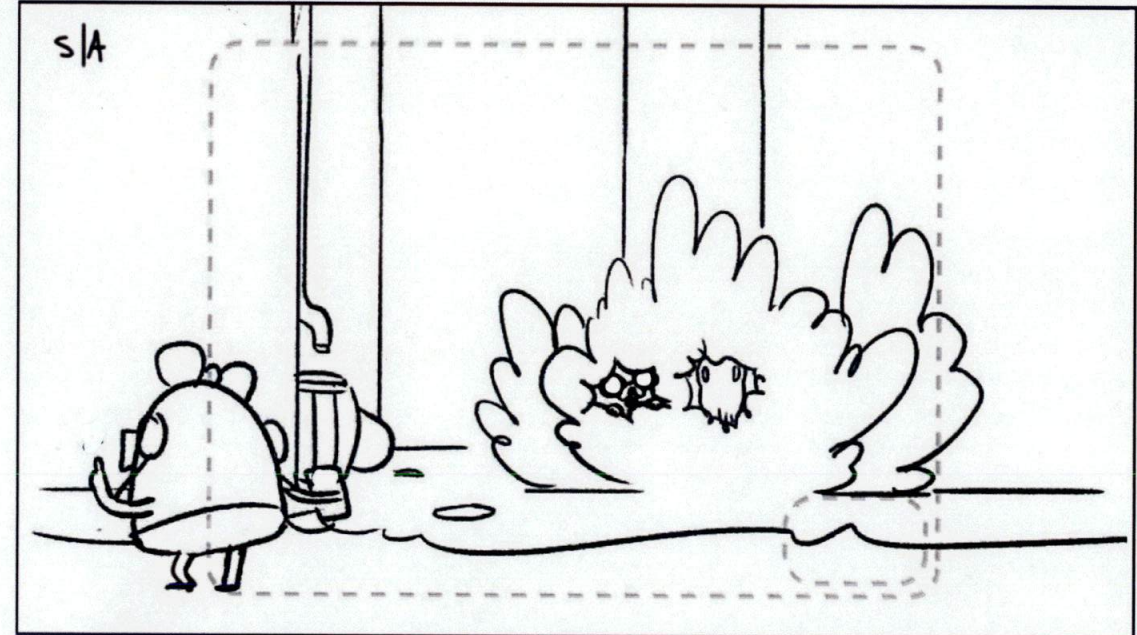


Page 168

Sc. 118 *CONT* Pnl. B Bg. day night



Sc. 118 *CONT* Pnl. C Bg. day night



Dialog:

J: (whisper yell) Hey Finn!

Action:

GDL continues to dance
D peeks out of bush

J peeks out



Timing:

NOV 07 2014

EPISODE #

Production :

1025/204C

1025/204C

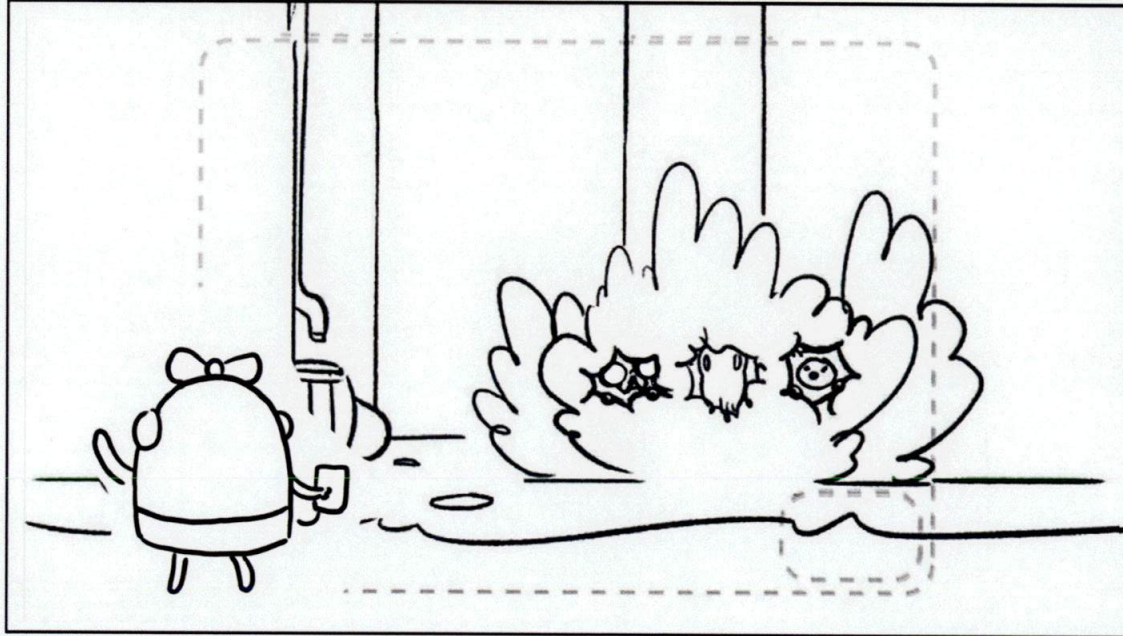
1025/204C

ADVENTURE TIME

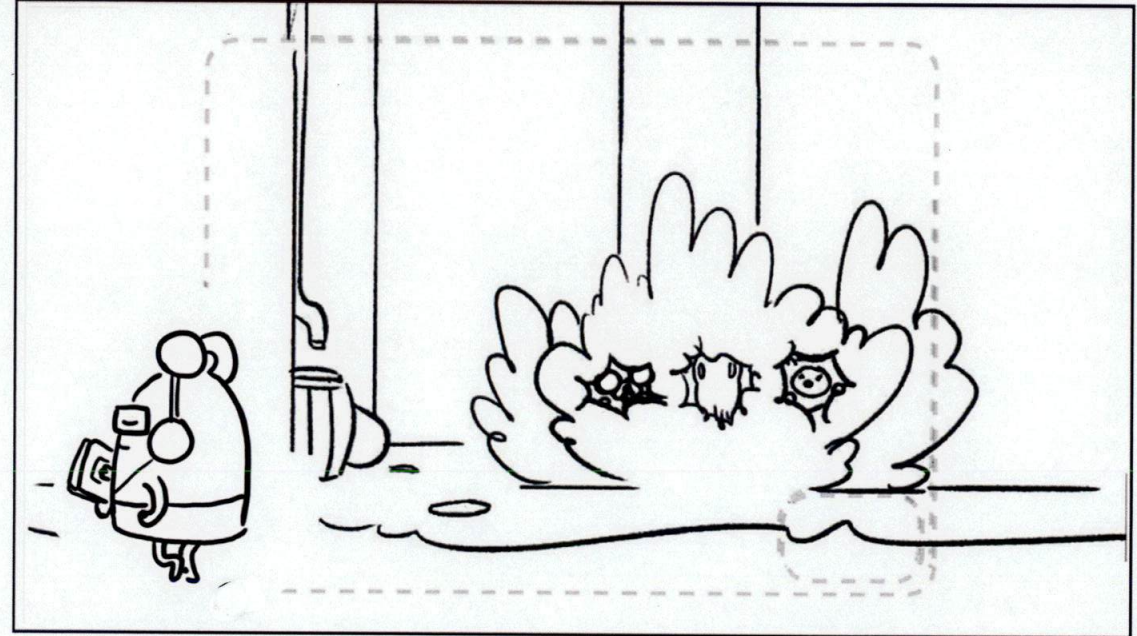


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Sc. 118 CONT Pnl. D Bg. day night



Sc. 118 CONT Pnl. E Bg. day night



118 cut

Dialog:

F/ What's up man?

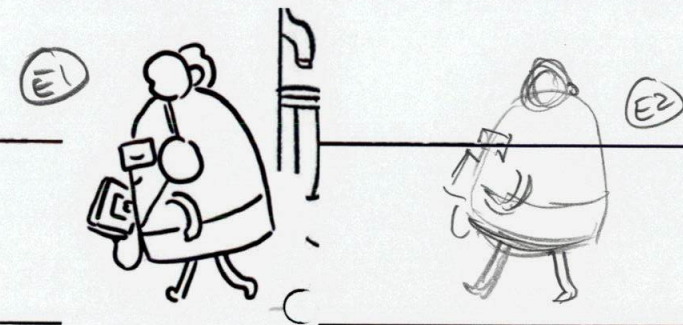
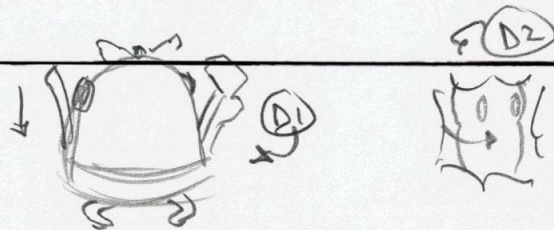
Jake: you gotta try this thing.
It's called 'Bushin'

Action:

GDL takes off headphones

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Timing:



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Production :

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ADVENTURE TIME

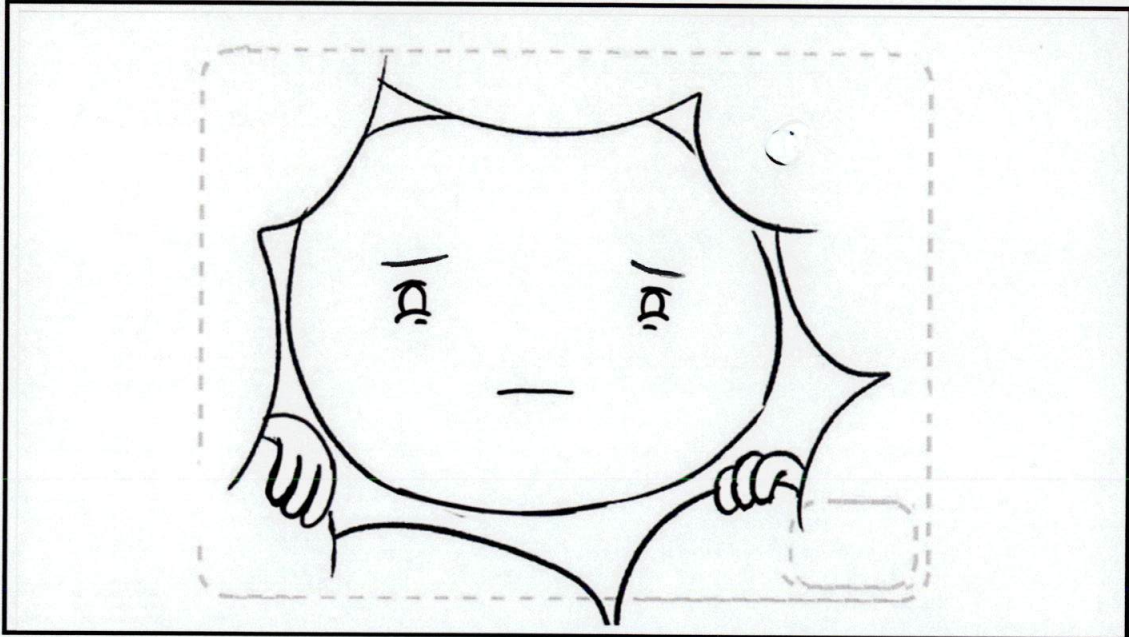


Sc. 119

Pnl. A

Bg.

day night

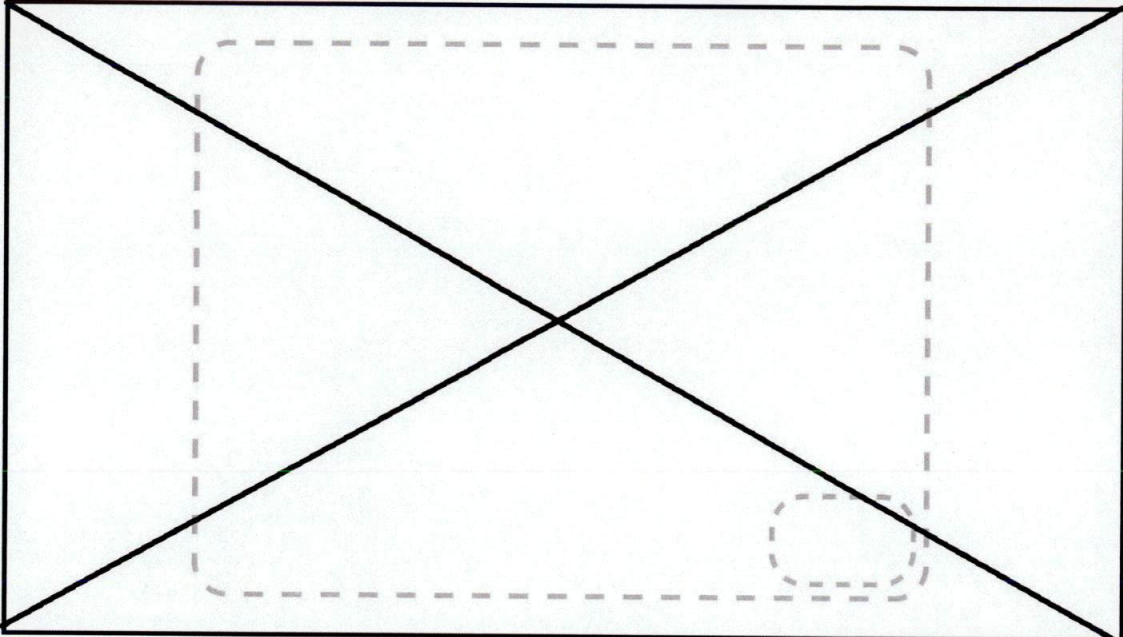


Sc.

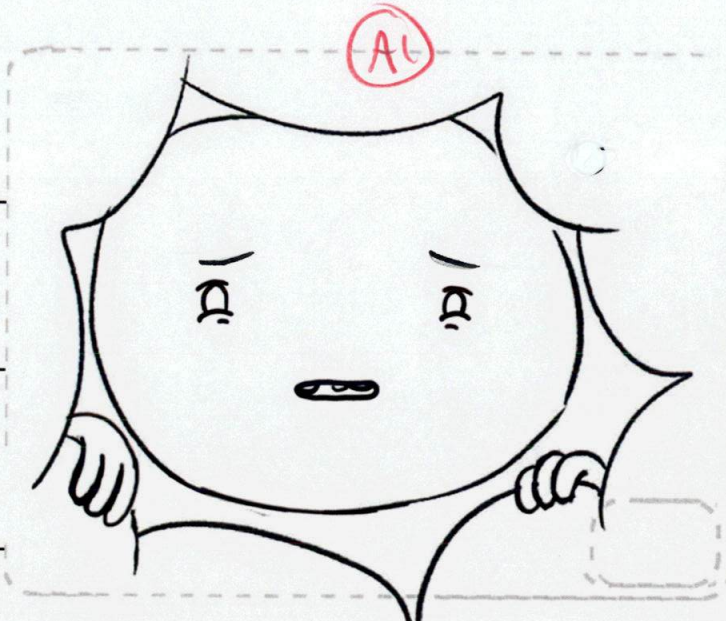
Pnl.

Bg.

day night



Dialog:	F/ [sigh]
Action:	
Timing:	



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Production:

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ADVENTURE TIME



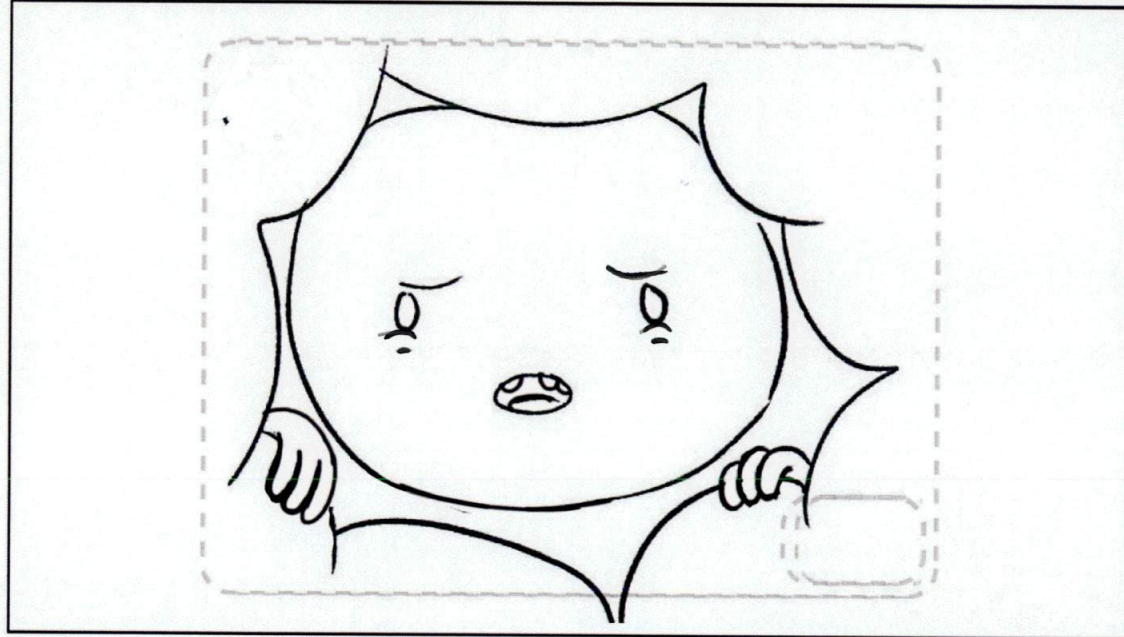
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Sc. 119 CONT

Pnl. B

Bg.

day night



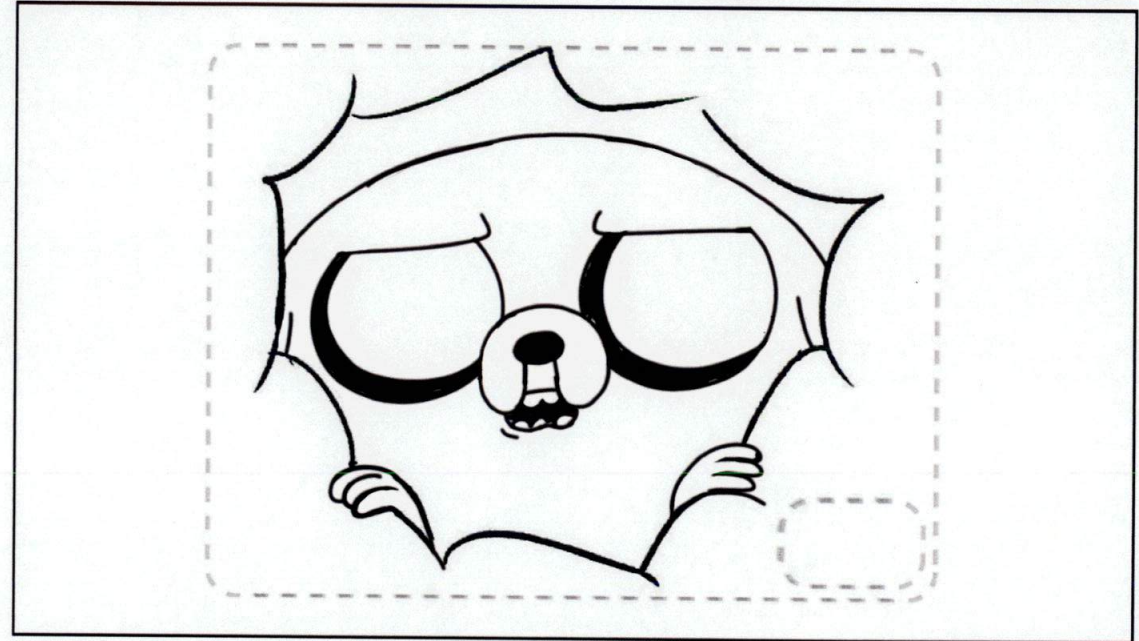
Sc. 120

Pnl. A

Bg.

day night

Handwritten: Hu CUT



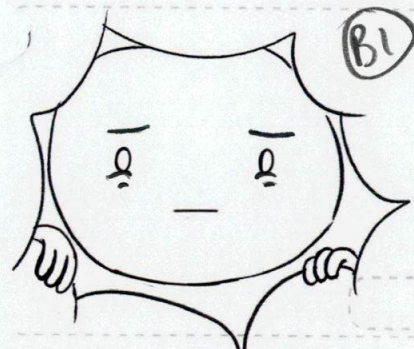
Dialog:

Finn: This seems pretty boring.

Jake: maybe we're just not doing it right.

Action:

Timing:



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Production :

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ADVENTURE TIME



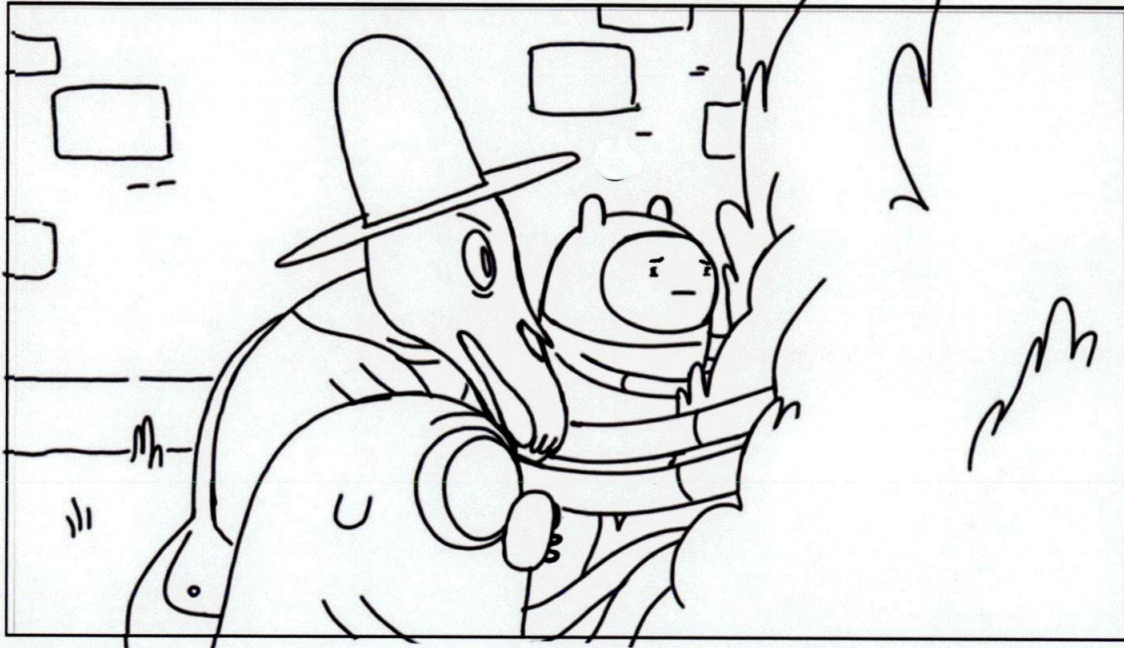
Page 172

Sc. 121

Pnl. A

Bg.

day night

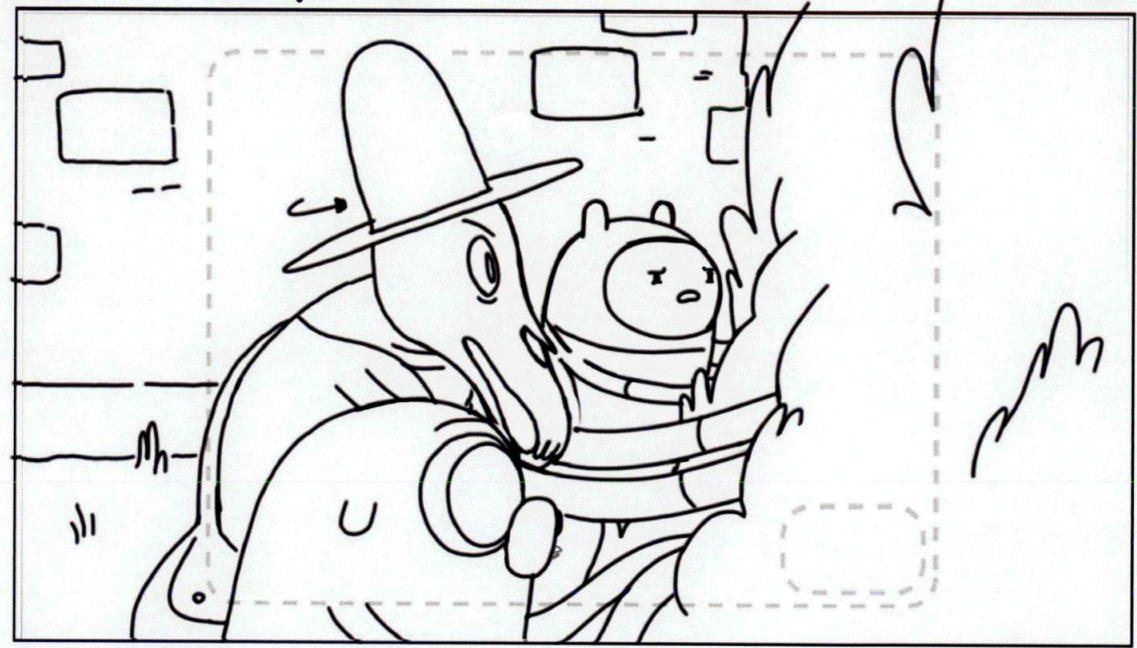


Sc. 121 CONT

Pnl. B

Bg.

day night

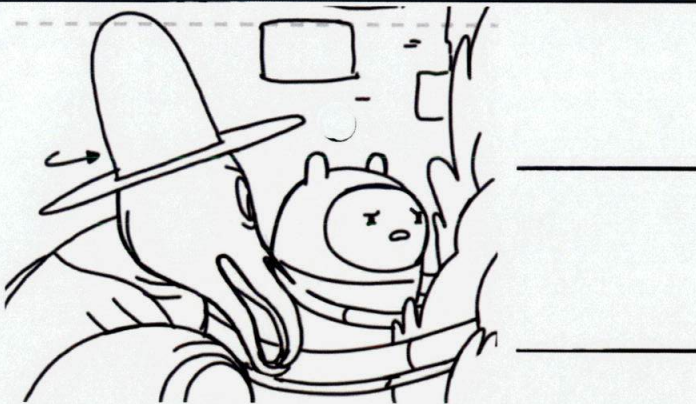


Dialog:

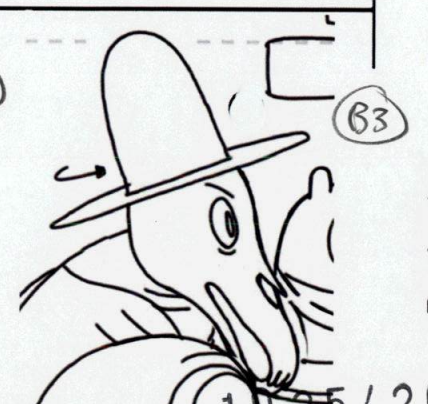
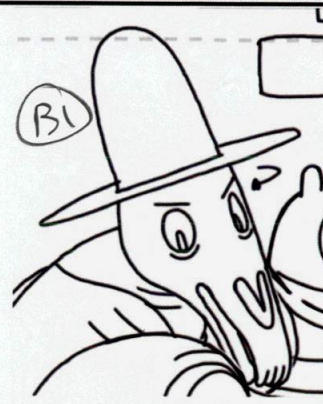
F: Maybe it's one of those things
you gotta be already dead to get.

NOV 07 2014

Action:



Timing:



Production :

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Ho
Cut

Ho
Cut

ADVENTURE TIME



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Sc. 122

Pnl. A

Bg.

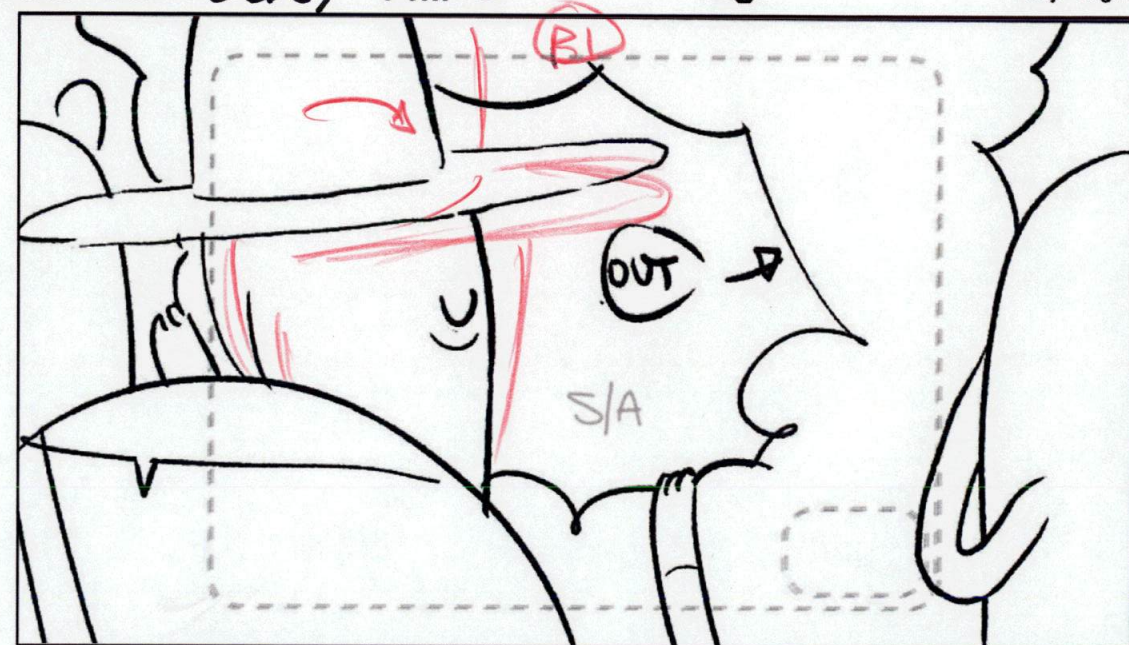
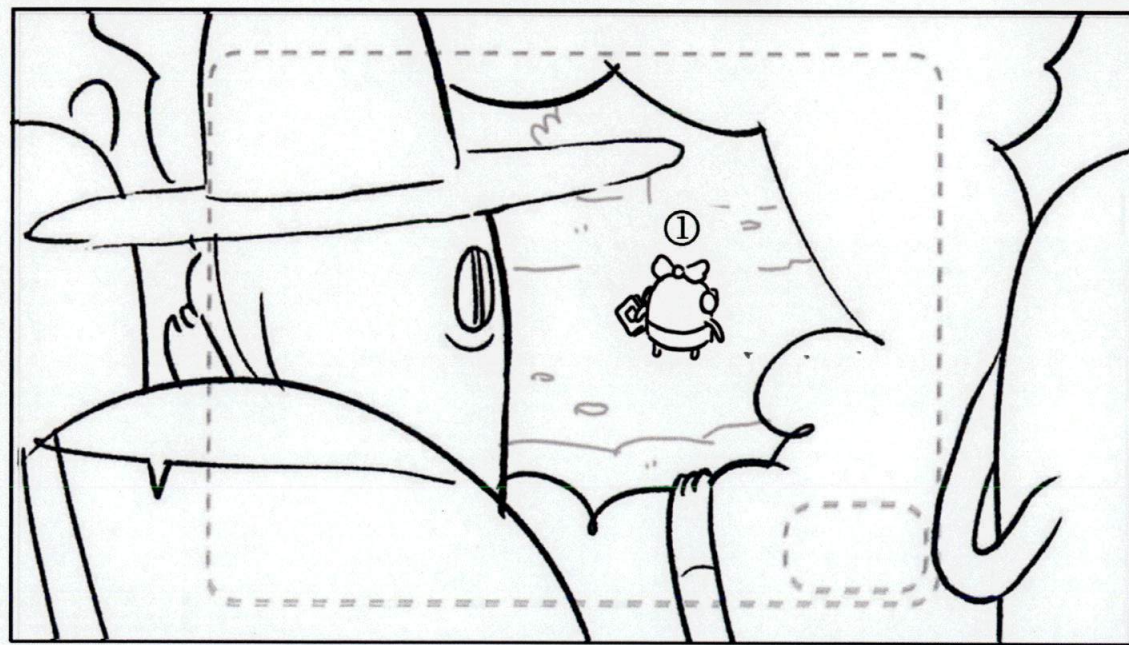
day night

Sc. 122 *cont*

Pnl. B

Bg.

day night



Dialog:

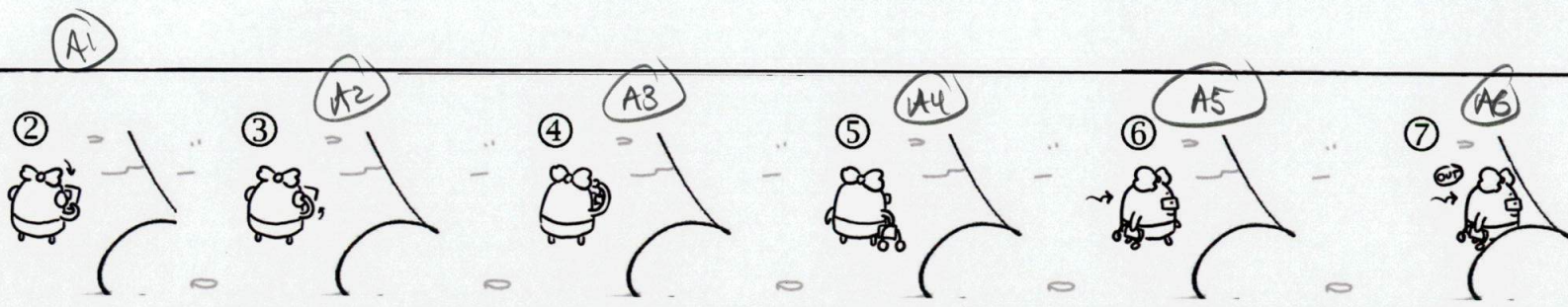
J: I still think it's pretty cool! I don't think we should limit ourselves from new experiences.

Death sighs

Action:

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Timing



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Ho Cut

ADVENTURE TIME



Sc. 122 cont Pnl. C

Bg.

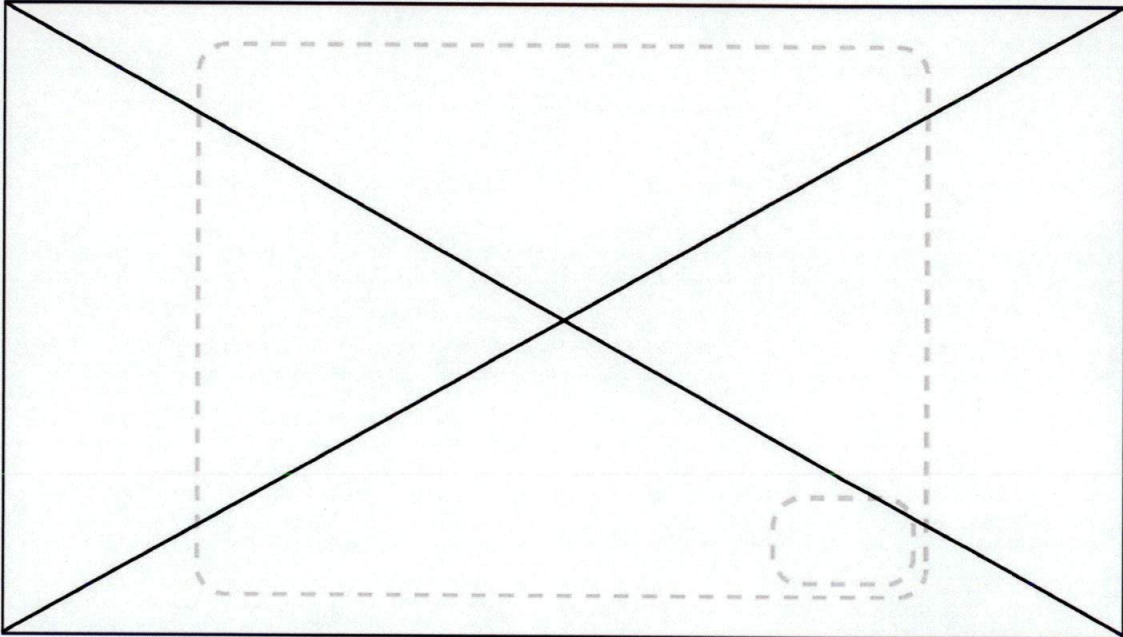
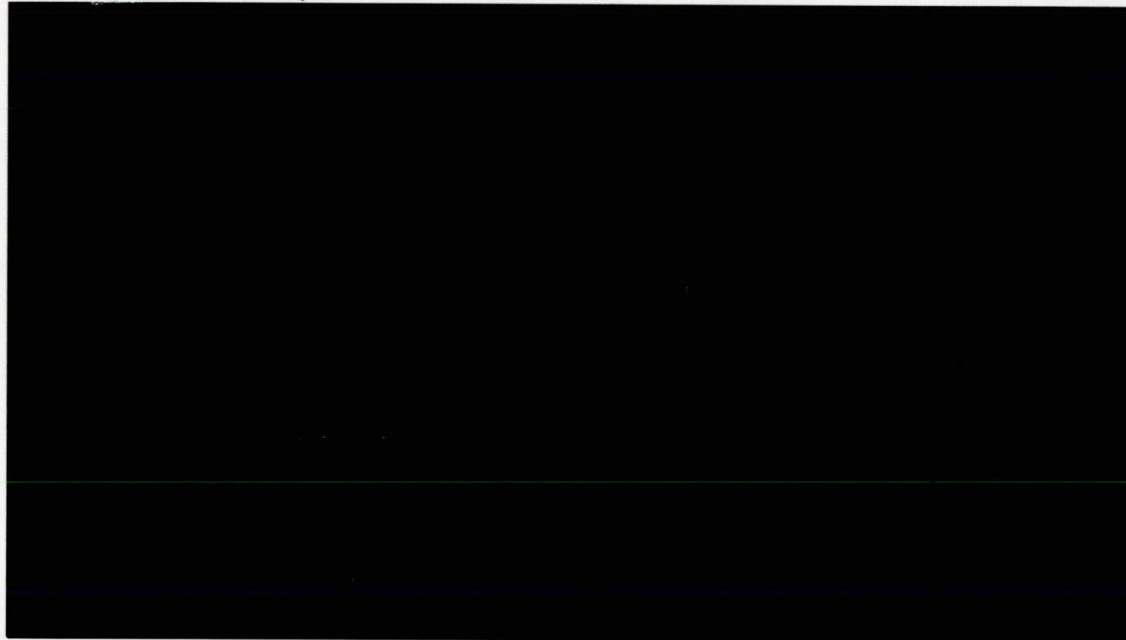
day night

Sc.

Pnl.

Bg.

day night



Dialog:	Black Br.
Action:	
Timing:	

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EPISODE #

Production :

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ADVENTURE TIME

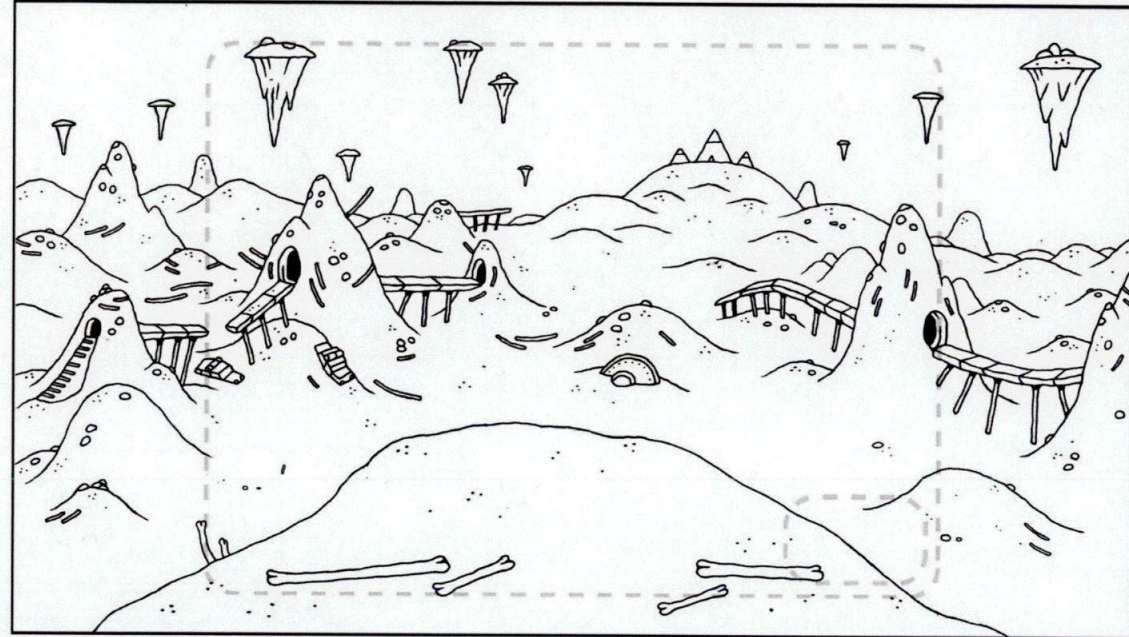


Sc. 123

Pnl. A

Bg.

day night

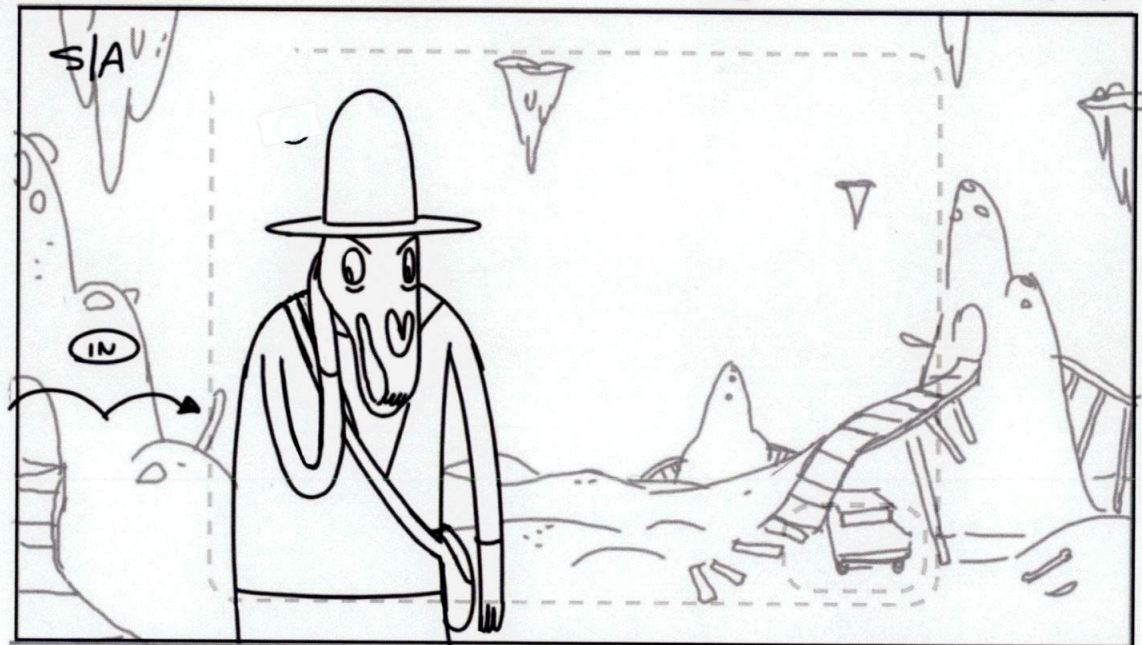


Sc. 124

Pnl. A

Bg.

day night

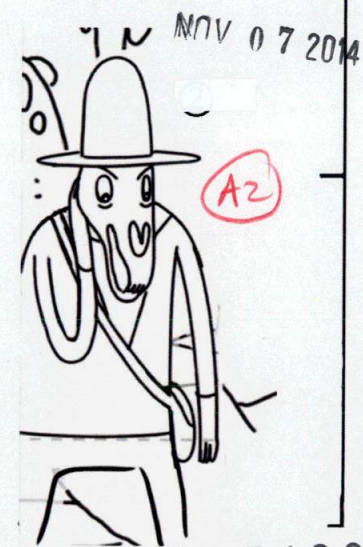
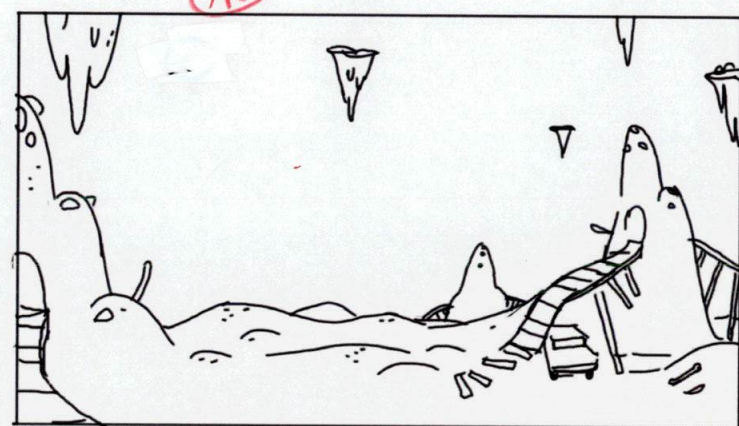


Dialog:

Action:

Timing:

CLEARs Throat NERVOUSLY



EPISODE #

Production :

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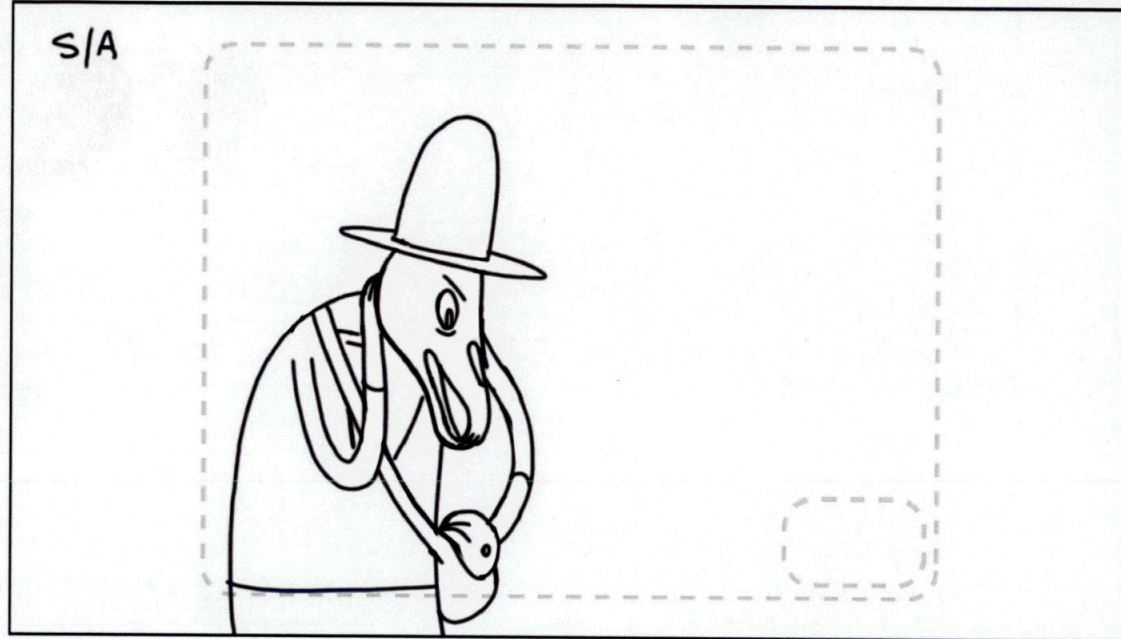
1025/204C

ADVENTURE TIME

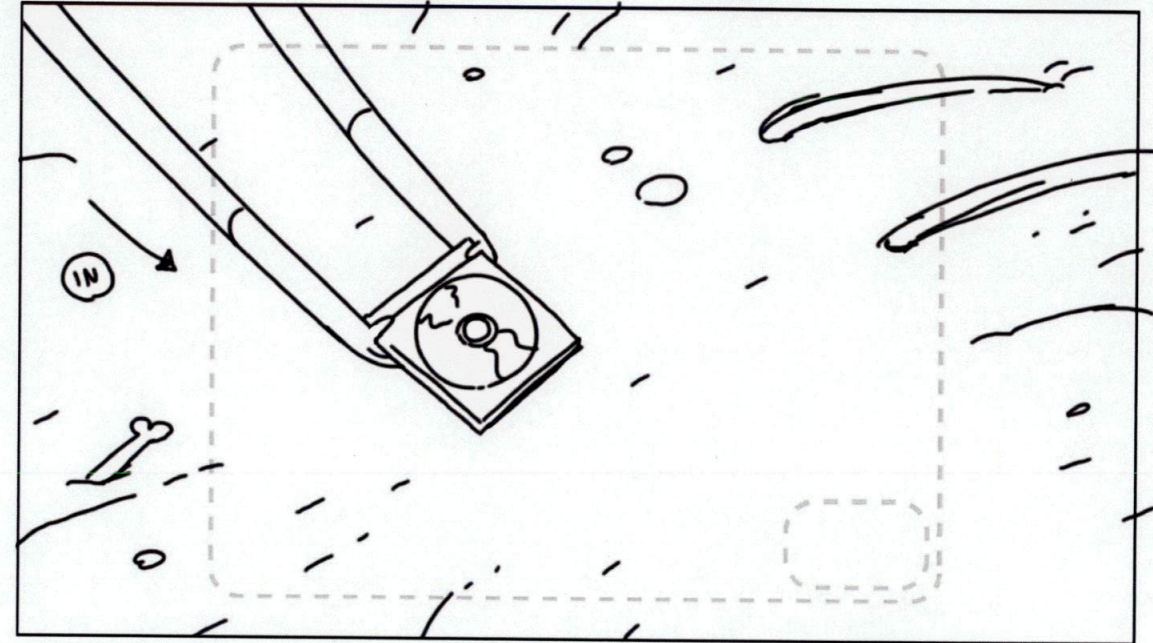


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Sc. 124 *CONT* Pnl. B Bg. day night



Sc. 125 Pnl. A Bg. day night



Dialog:

D: UHH...

(VO)
D/ Here. Happy birthday, Life.

Action:

RUMMAGES

Timing:

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EPISODE #

Production :

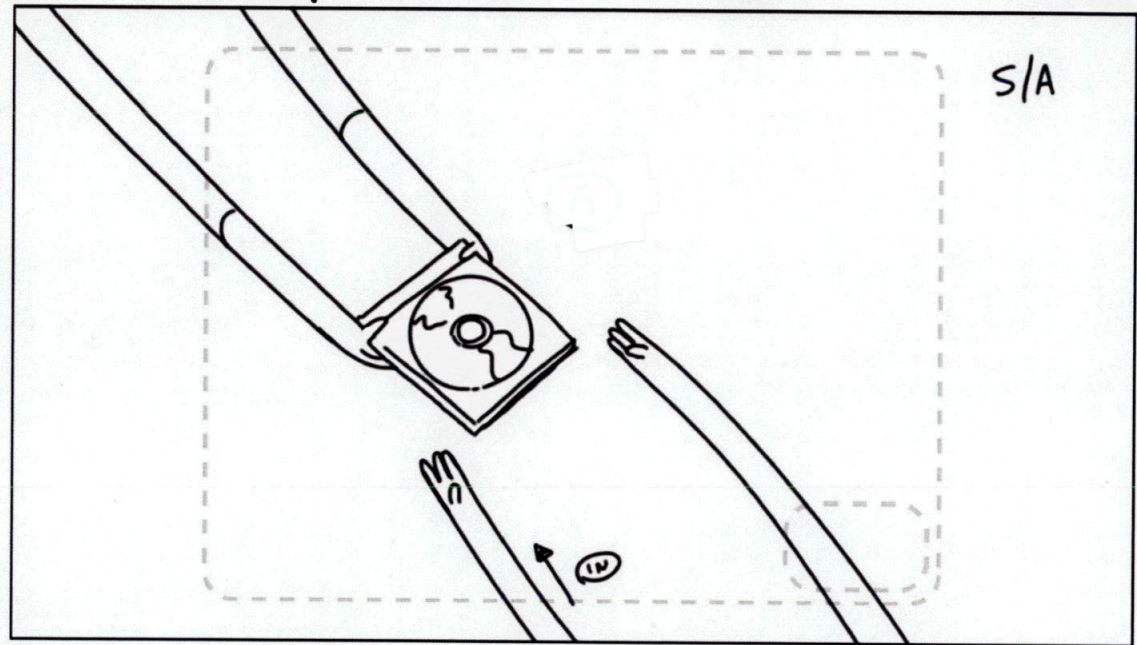
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ADVENTURE TIME

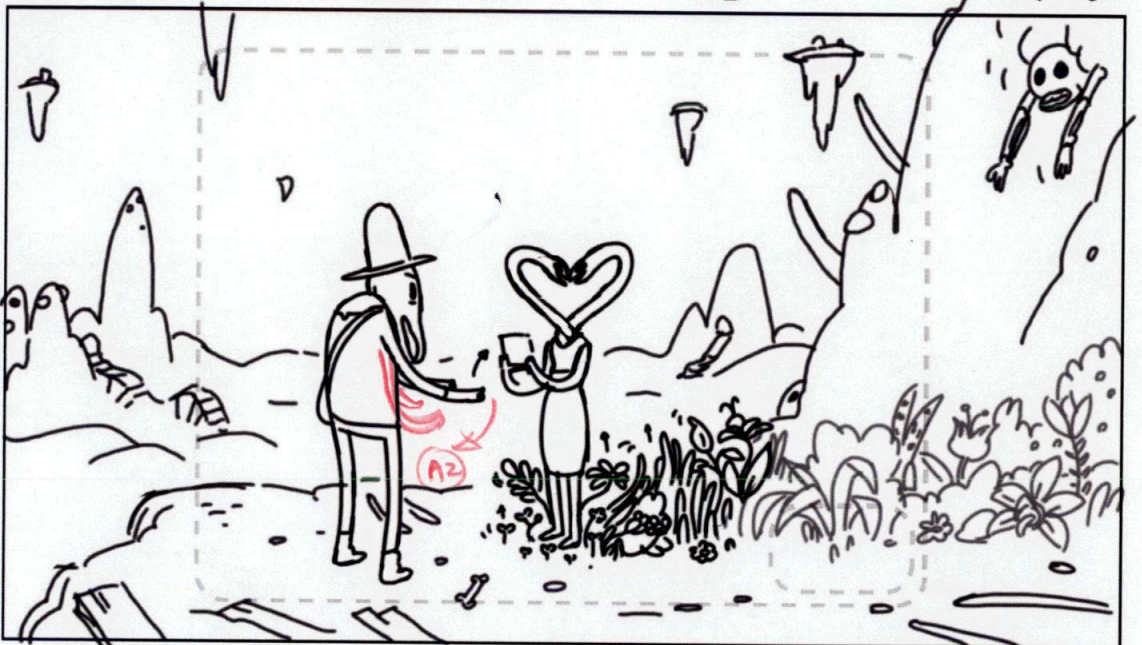


Hw Cut

Sc. 125 CONT Pnl. B Bg. day night



Sc. 126 Pnl. A Bg. day night



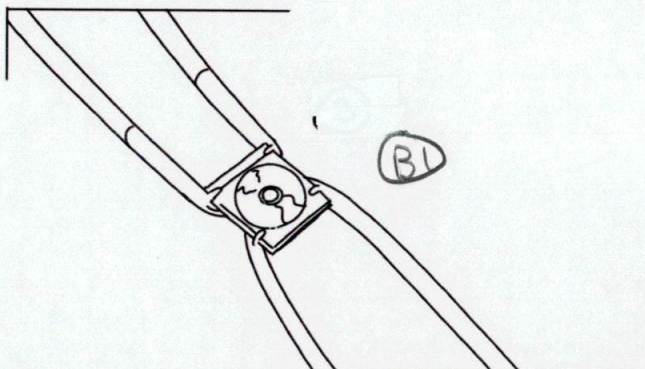
Hw Cut

Dialog:

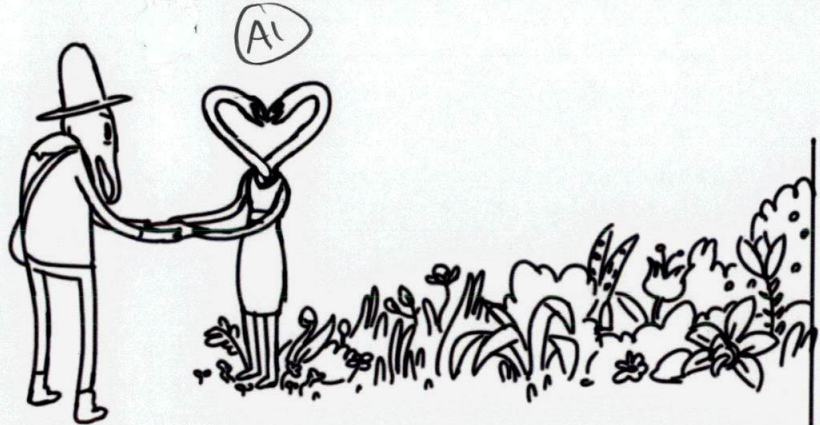
(GO)
L: Oh! Another mixtape?

L: Haha! That's cool... (SOUNDS LIKE SHE'S PRETENDING TO LIKE THE GIFT)

Action:



Timing:



PLANTS SLOWLY GROW AROUND LIFE'S FEET.

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Cut

ADVENTURE TIME

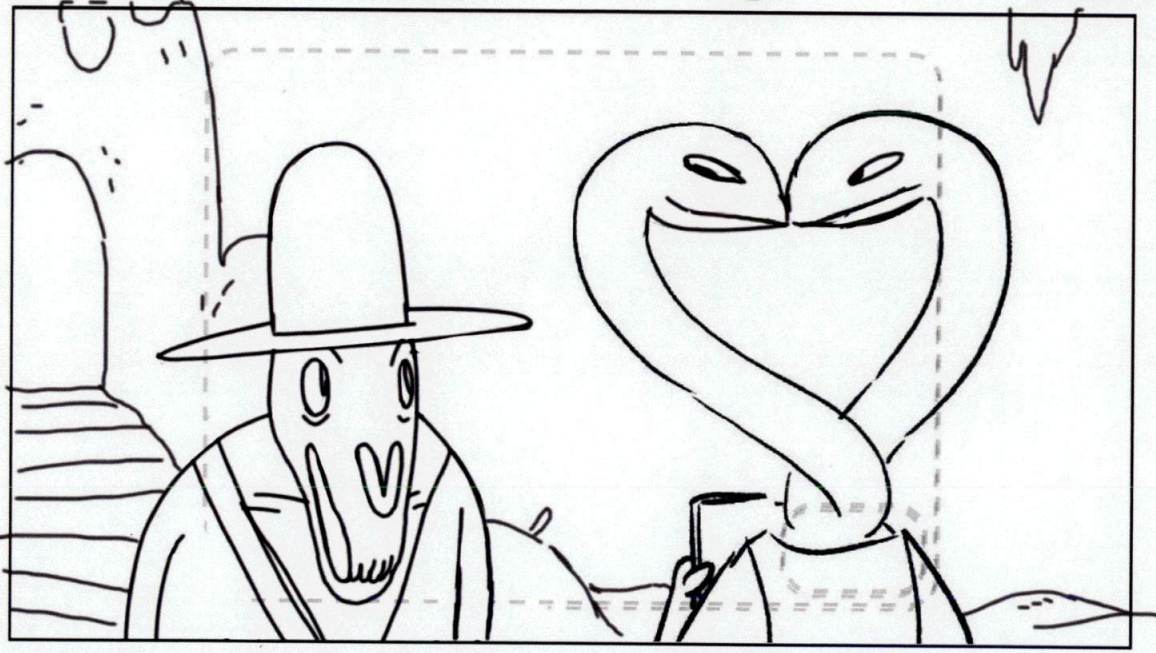


Sc. 127

Pnl. A

Bg.

day night

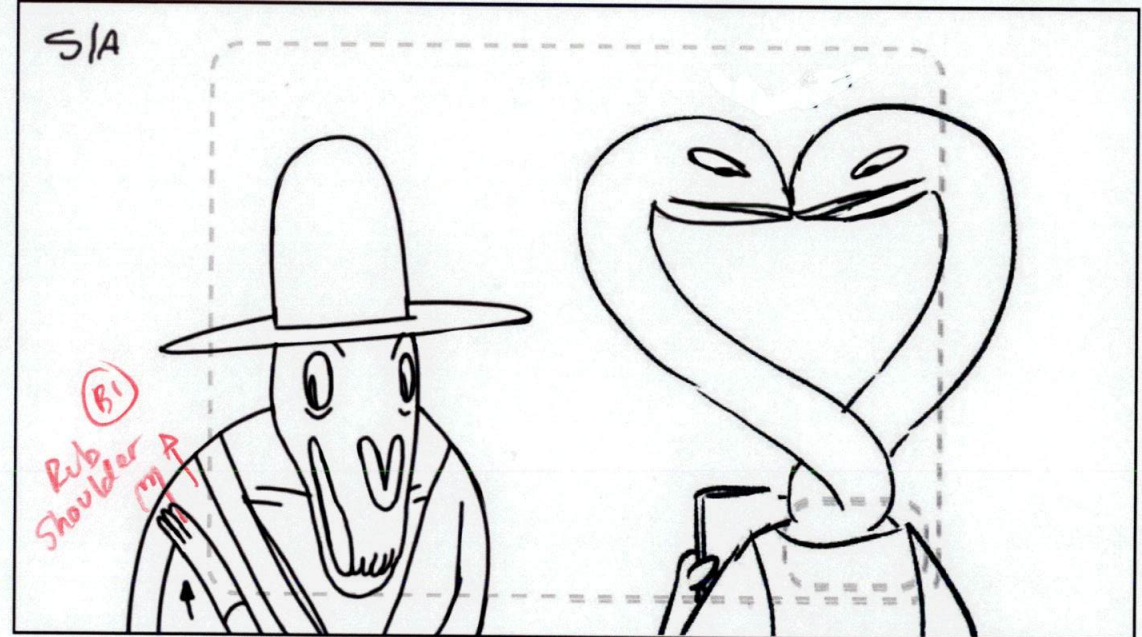


Sc. 127 CONT

Pnl. B

Bg.

day night



170
Cut

Dialog:

D: (embarrassed) It's just a CD
this time,

D: I know that's not as good -

Action:

D nervously touches shoulder

Timing:

NOV 07 2014

EPISODE #

1025/204C

Production :

1025/204C

1025/204C

HO
CUT

ADVENTURE TIME



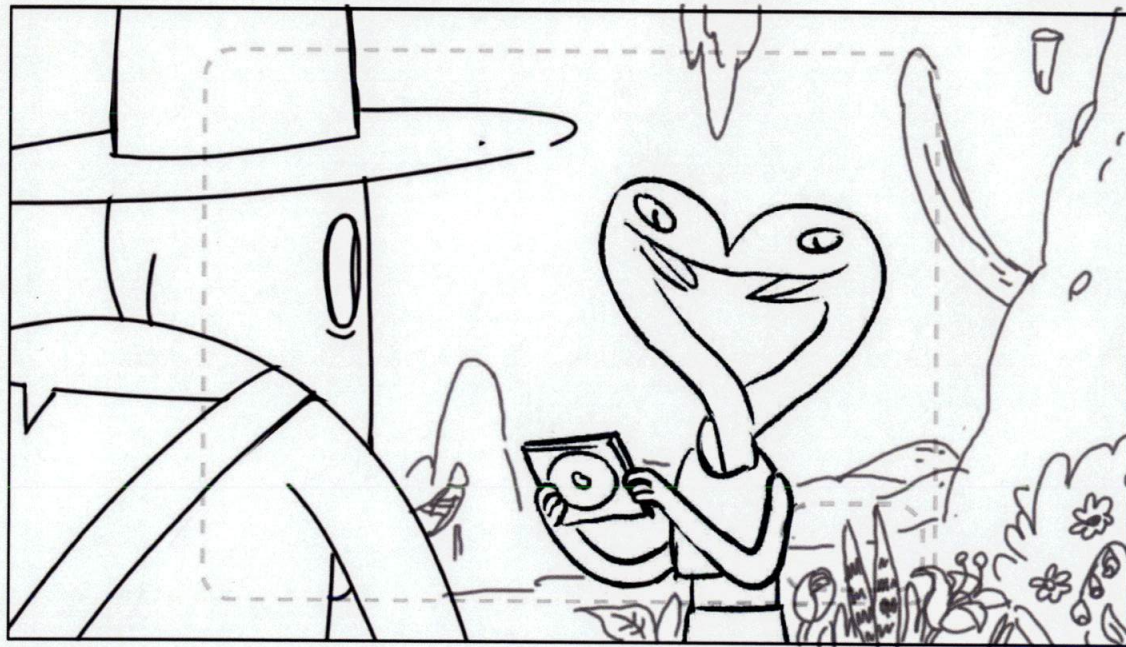
Page 179

Sc. 128

Pnl. A

Bg.

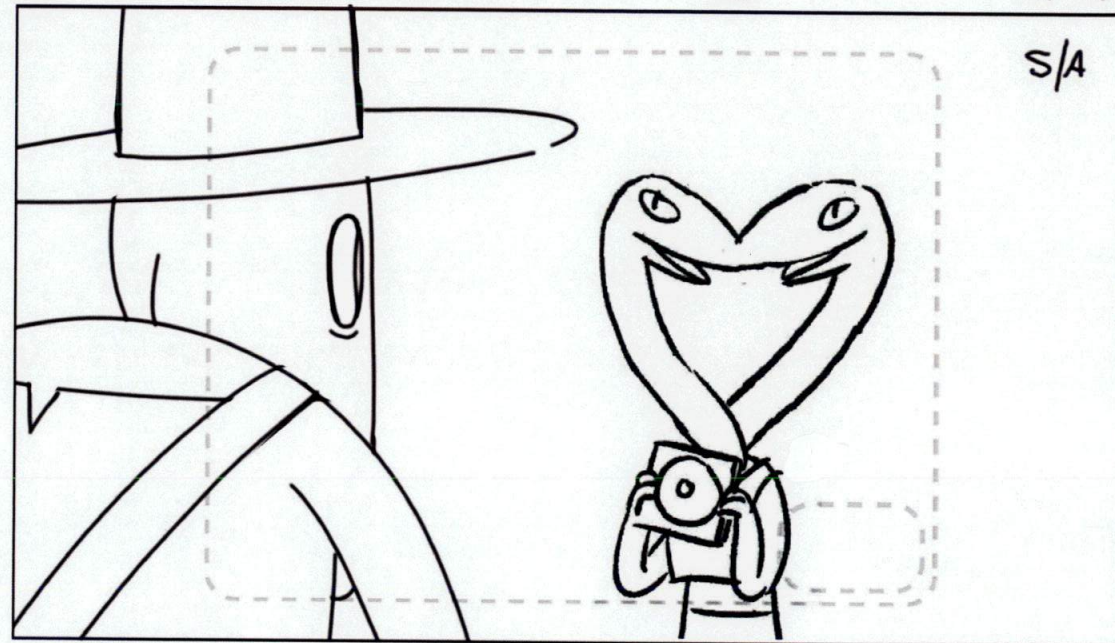
day night



Sc. 128 *cont* Pnl. B

Bg.

day night



Dialog

(interrupting) L: Oh wait! A CD?! Yoooo I totally have something that can play this in my dad's garage!

Action:

Timing:

(B1)



NOV 07 2011

EPISODE #

1025/204C

Production :

1025/204C

ADVENTURE TIME

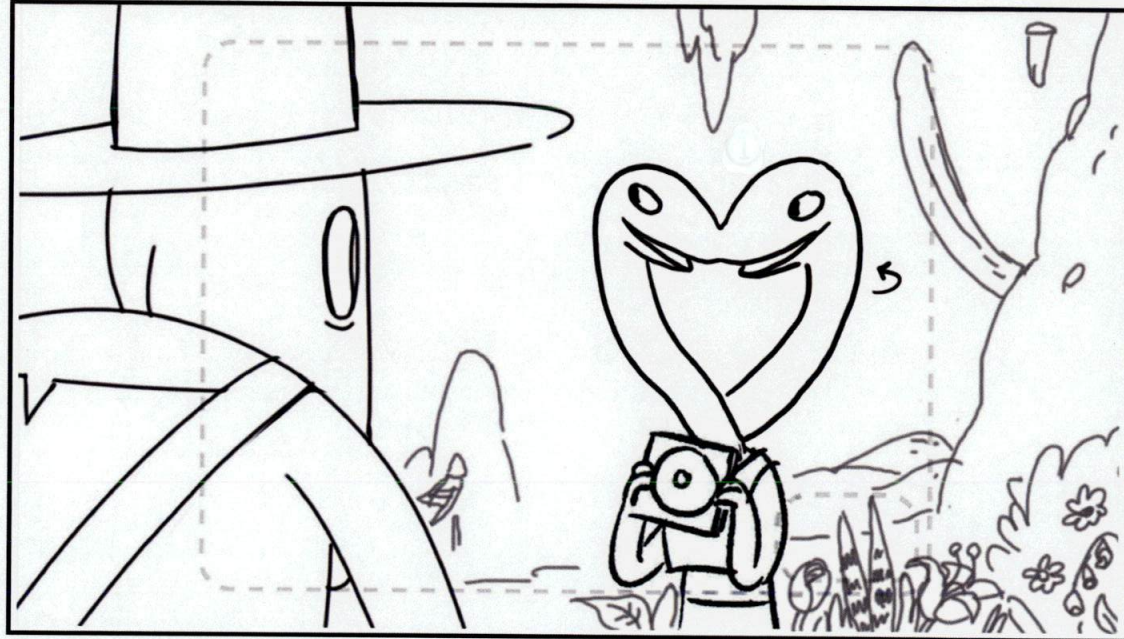


Sc. 128 *cont*

Pnl. C

Bg.

day night

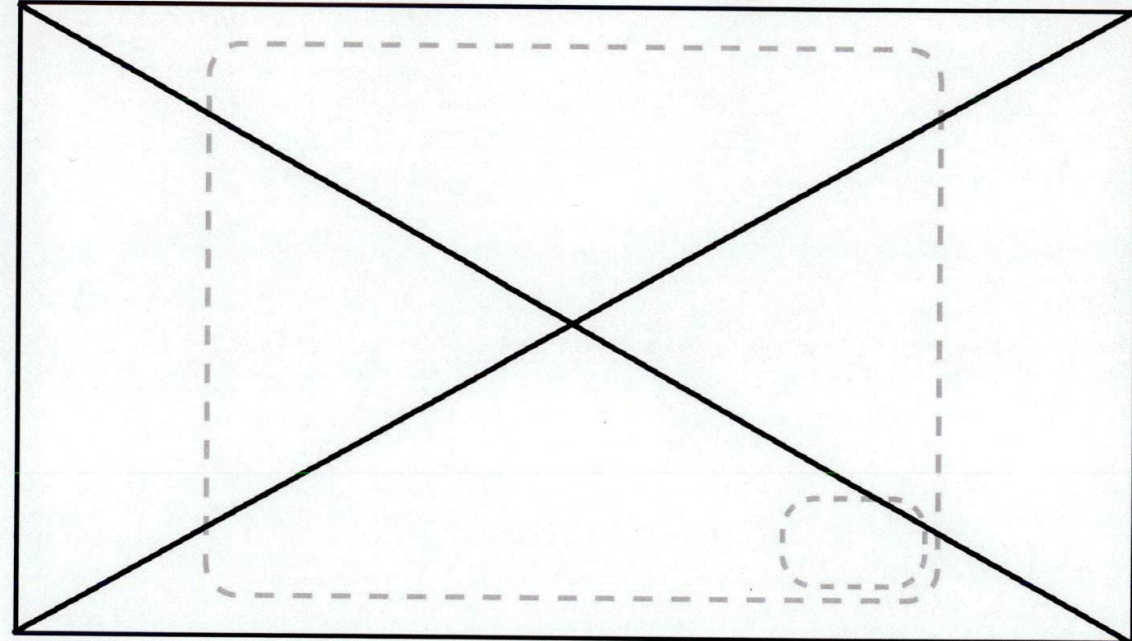


Sc.

Pnl.

Bg.

day night

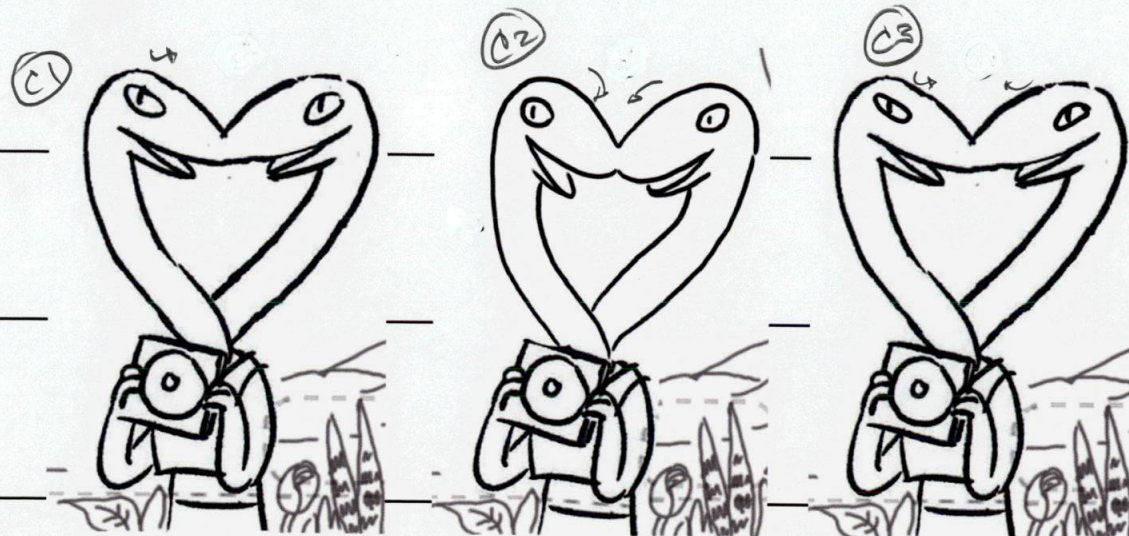


Dialog:

L/ I can finally actually listen
to one of your mixes.

Action:

Timing:



NOV 07 2014

EPISODE #

1025/204C

Production:

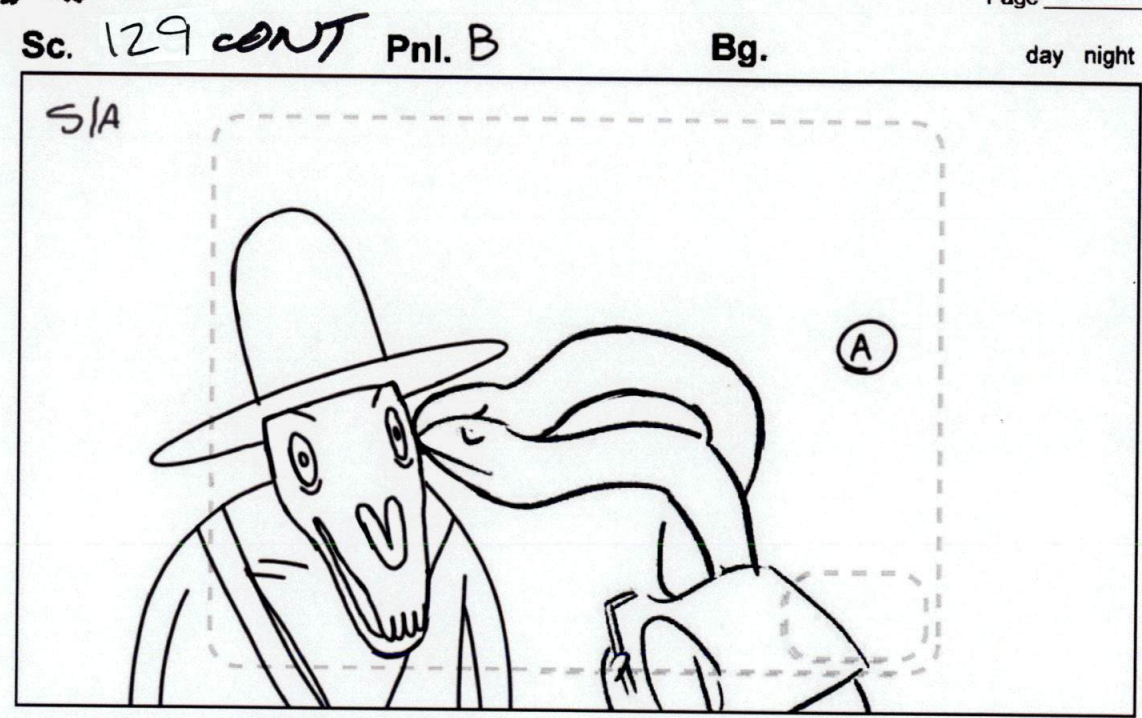
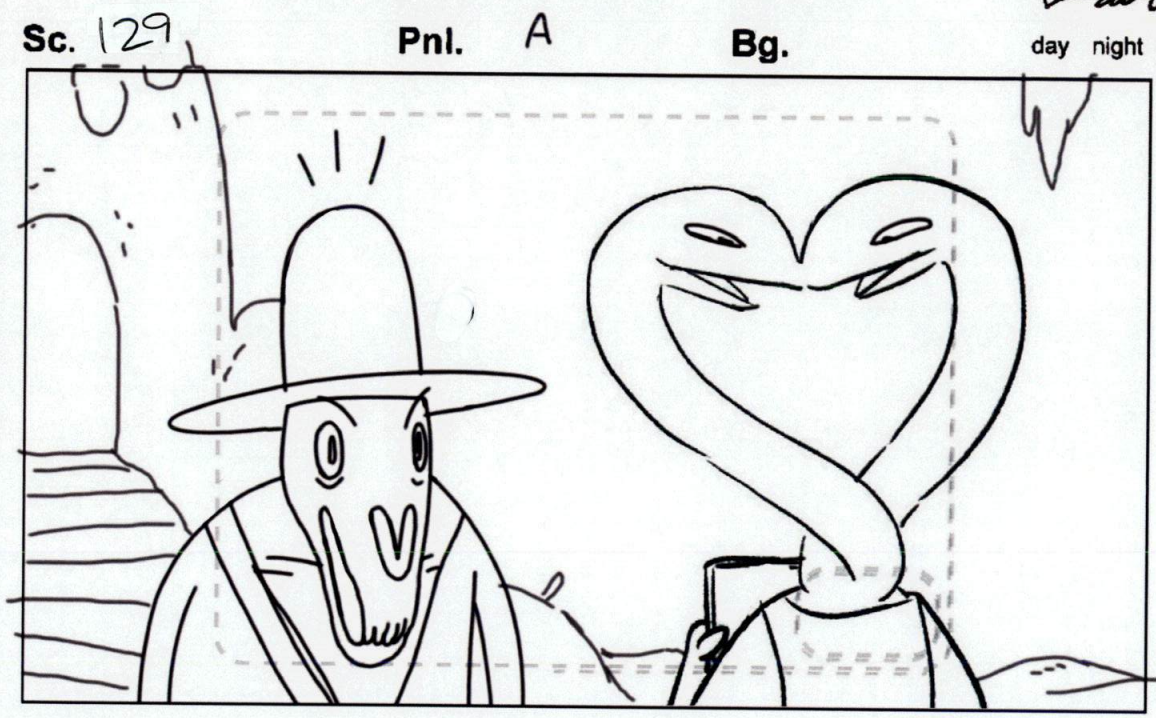
1025/204C

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1025/204C

Ho Cut

ADVENTURE TIME



Ho Cut

Dialog: L: thanks baby.

smooch!

Action:

Timing:

NOV 07 2014

EPISODE #

1025/204C

Production :

1025/204C

ADVENTURE TIME



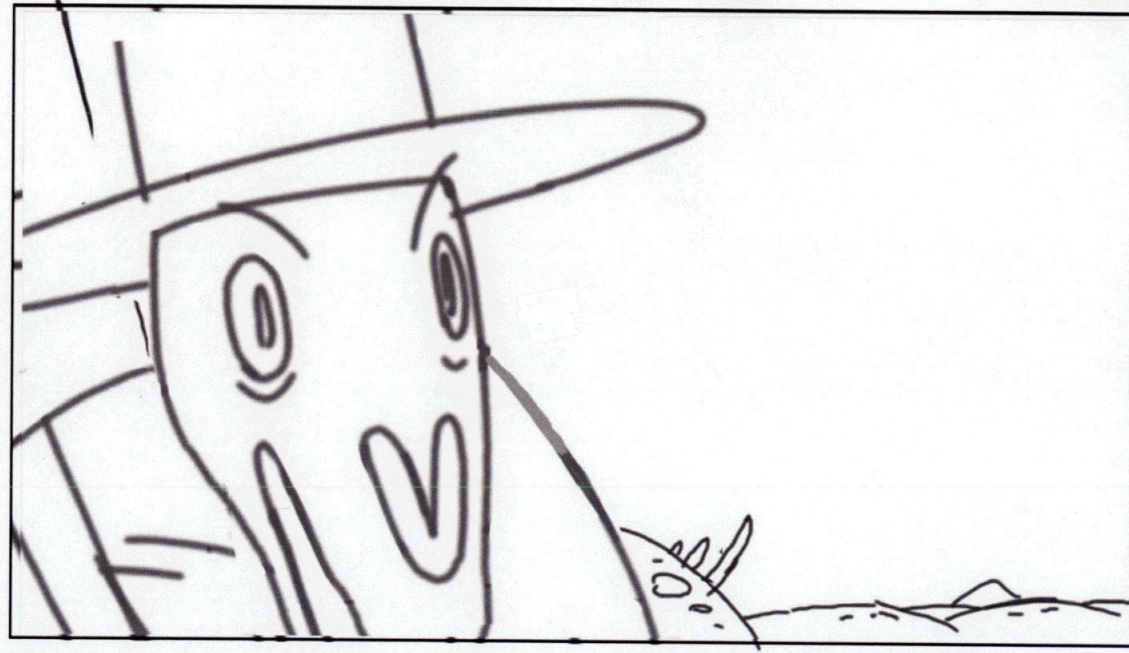
Page 182

Sc. 130

Pnl. A

Bg.

day night

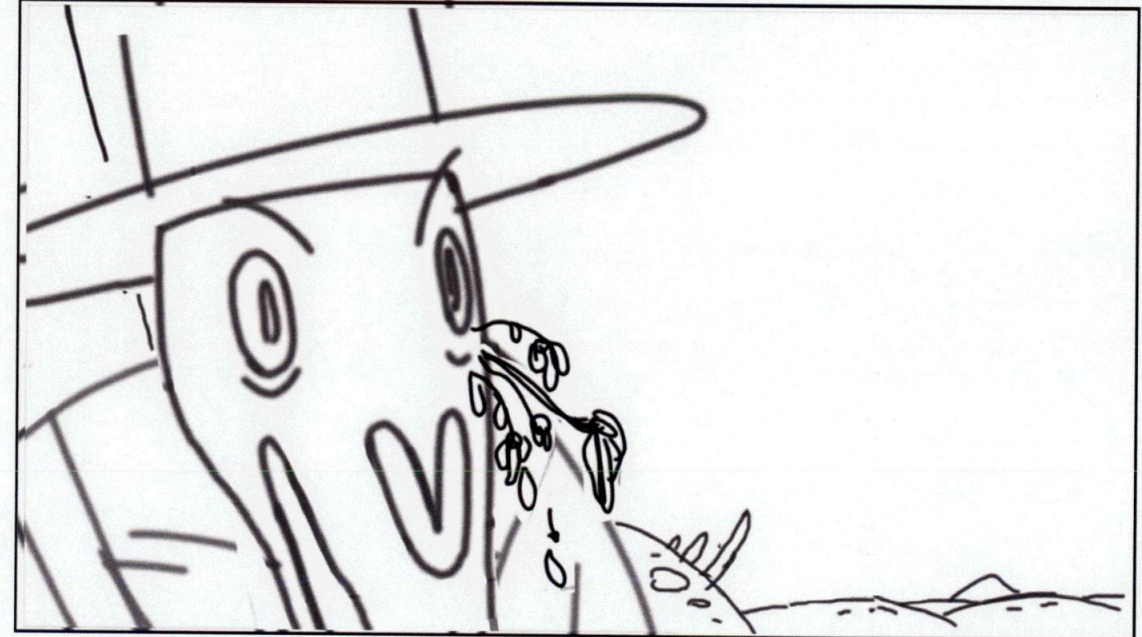


Sc. 130 *CONT*

Pnl. B

Bg.

day night



Dialog:

D: Hmm... (barely repressed arousal)

Action:

(A1)



Timing:



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1025/204C

ADVENTURE TIME



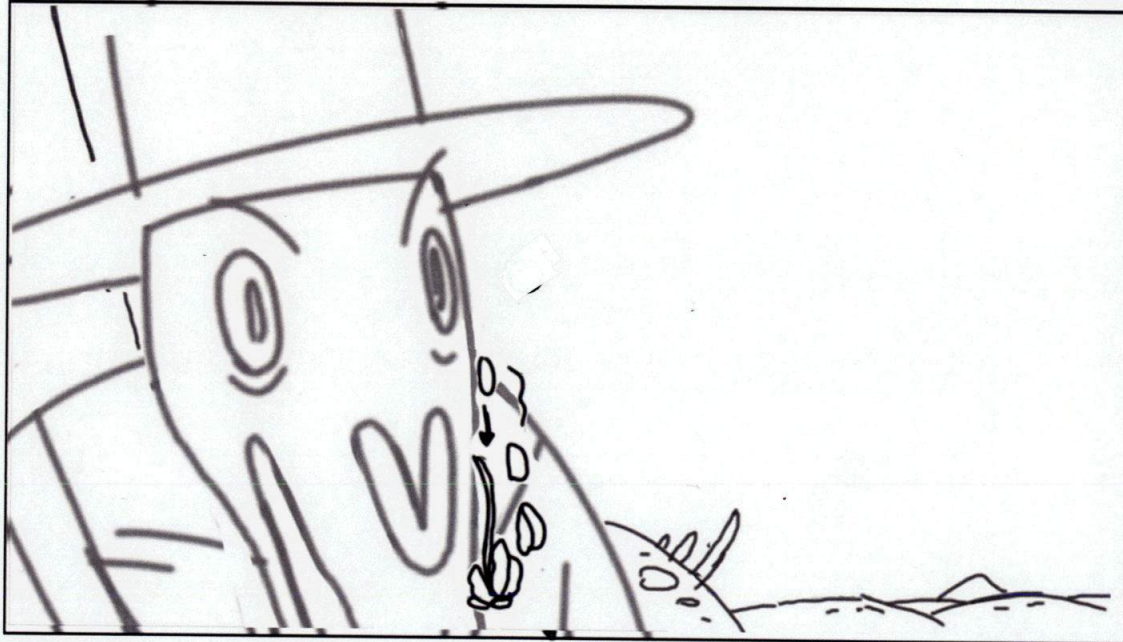
Ho Cut

Page 183

Sc. 130 CONT Pnl. C

Bg.

day night

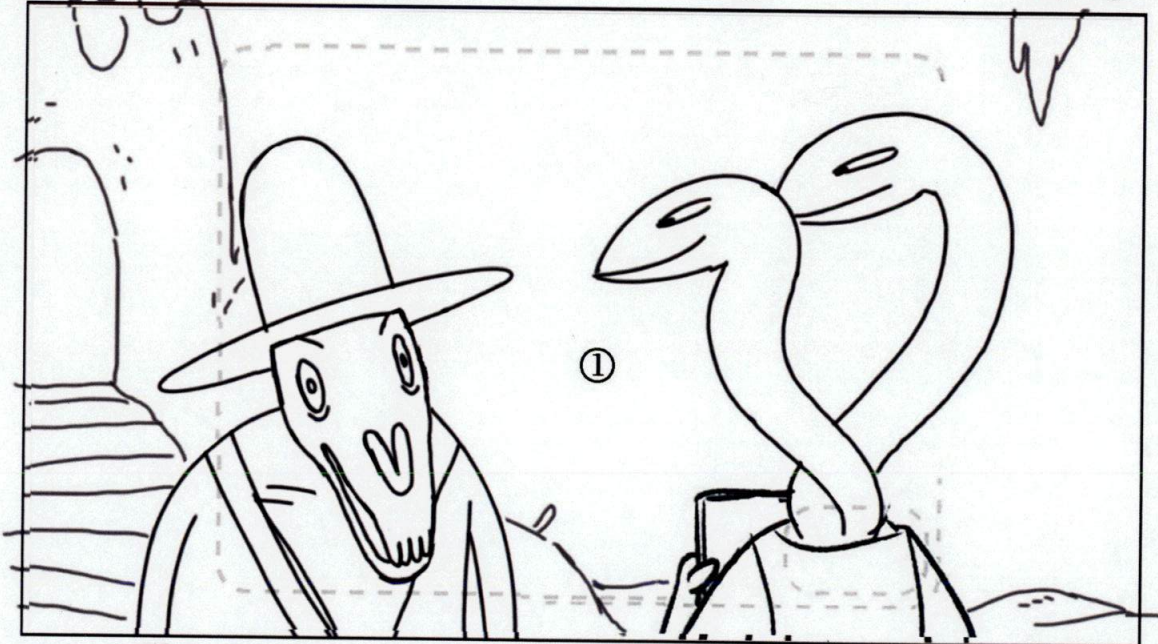


Sc. 131

Pnl. A

Bg.

day night

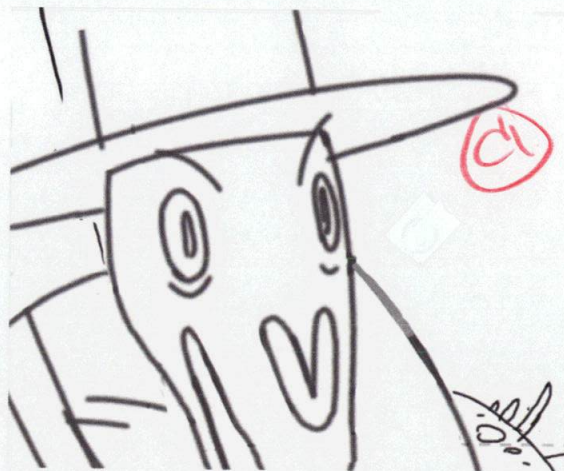


Cut
S/A

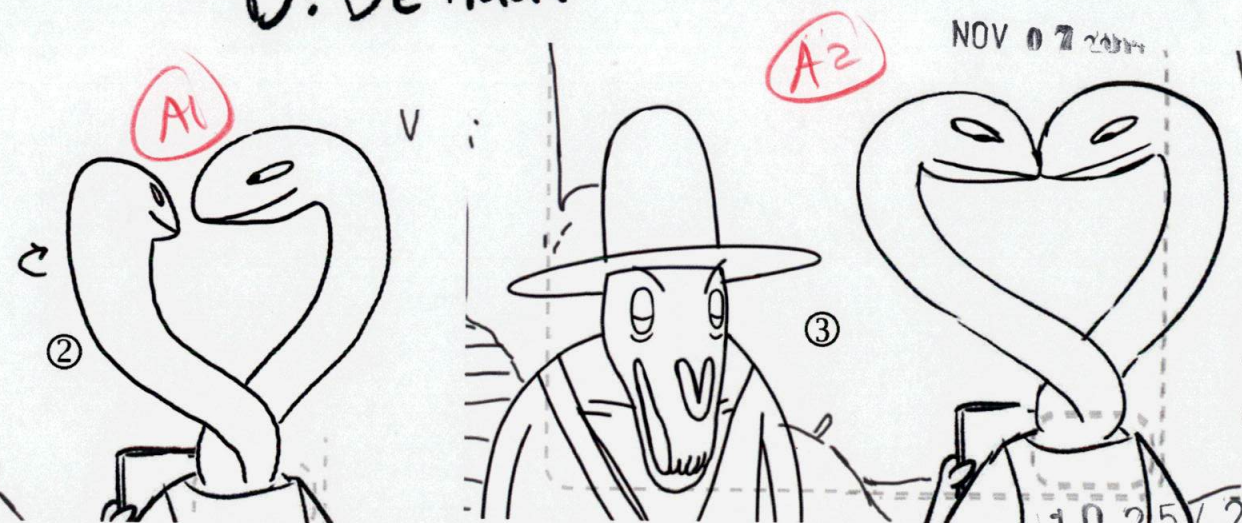
Dialog:

Action:

Timing:



D: De nada



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1025/2040

1025/2040

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1025/2040

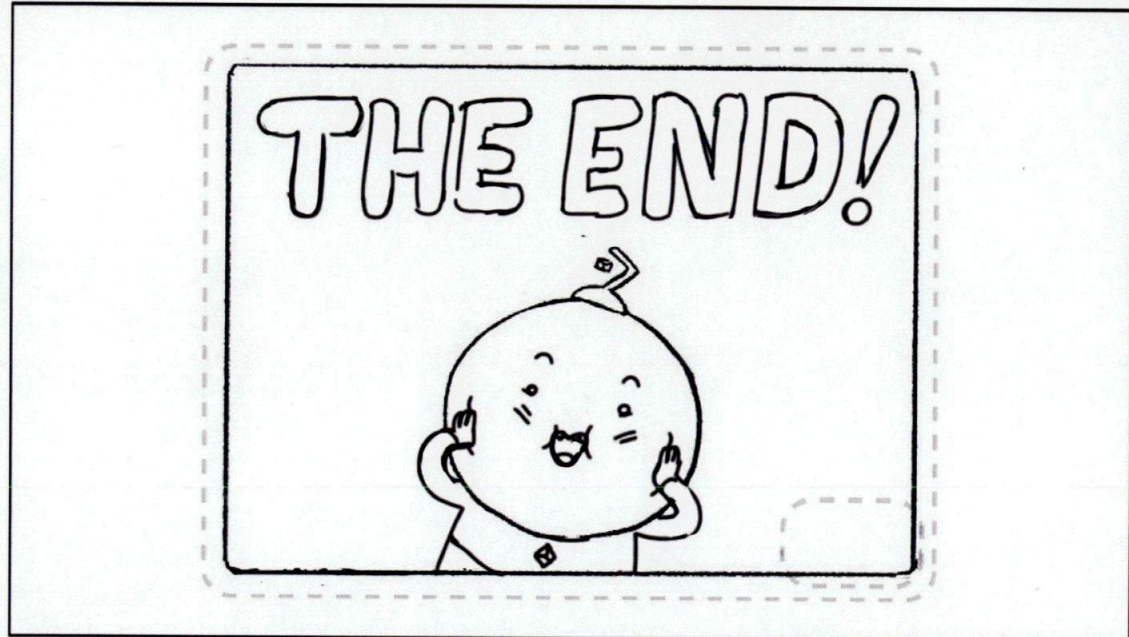
Cut

ADVENTURE TIME

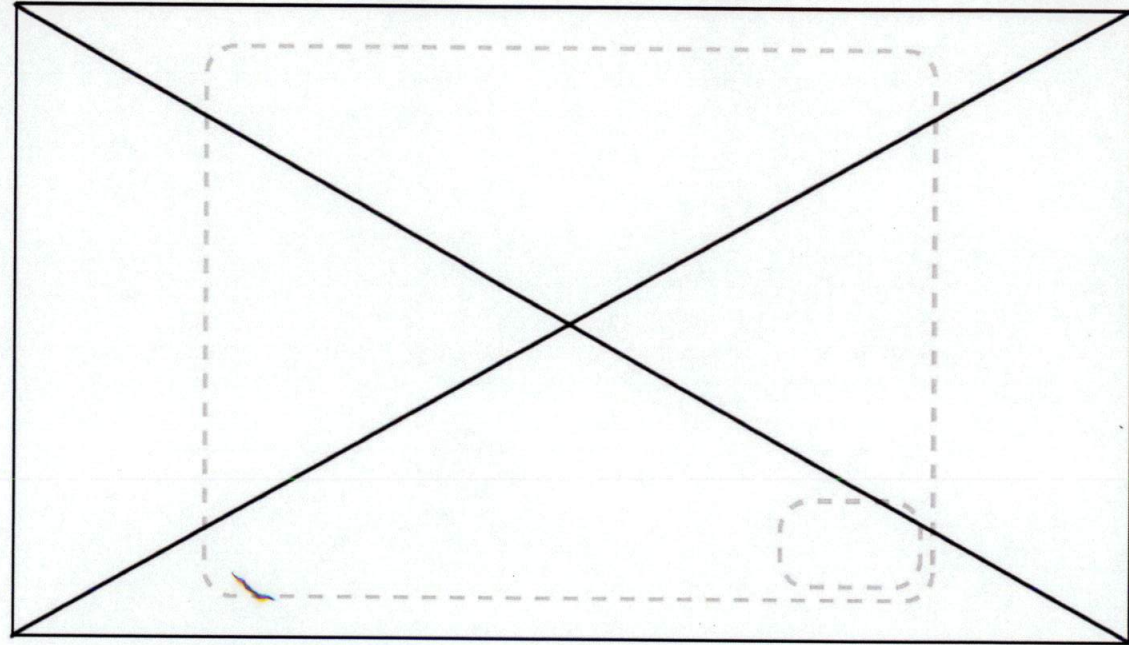


Cut

Sc. 132 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

NOV 07 2011

EPISODE #

1025/2040

Production :

1025/2040



"Sow, Do You Like Them Apples"
1025-204D
Final Board



Date 10/21/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 10/21/14
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Geneva Hodgson

Animation Studio
SAEROM

NOV 10 2014

1025/204D

1025/204D

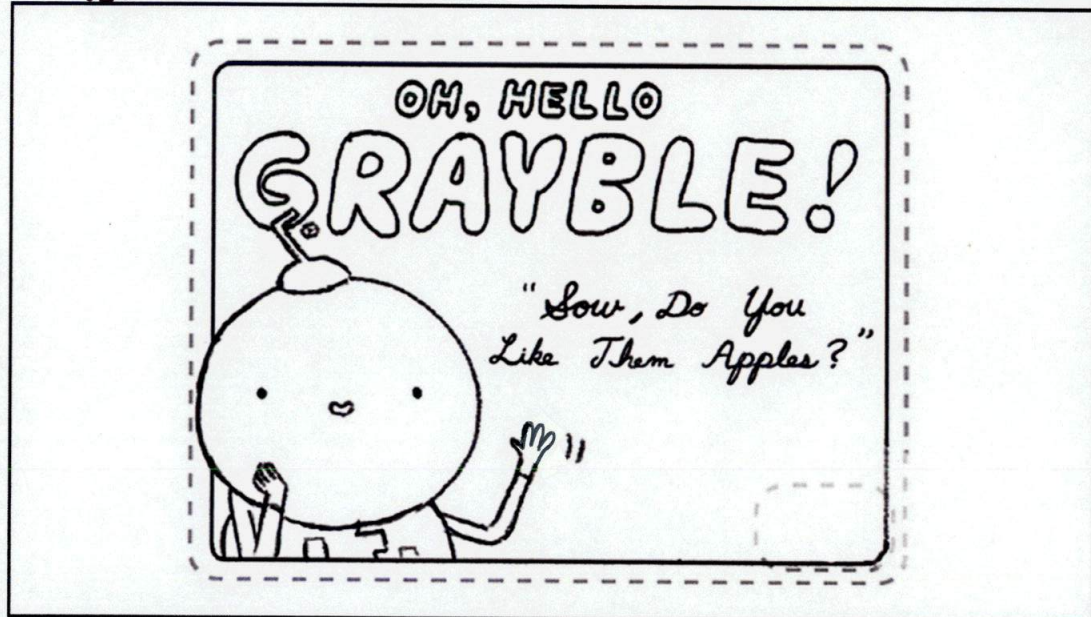
1025/204D

ADVENTURE TIME

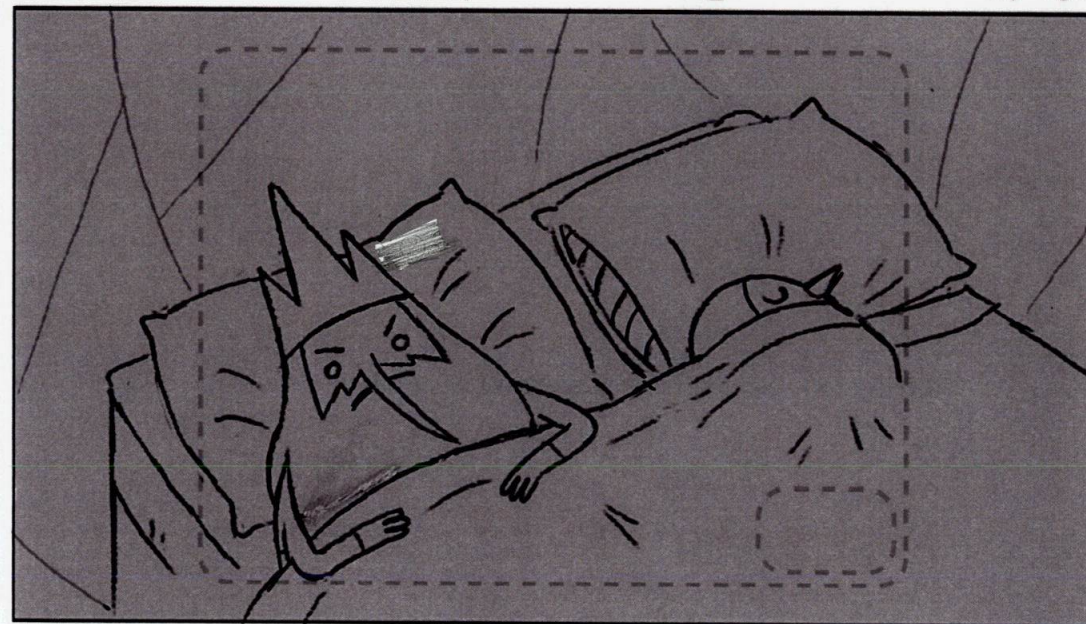


Page 185

Sc. **132A** Pnl. Bg. day night



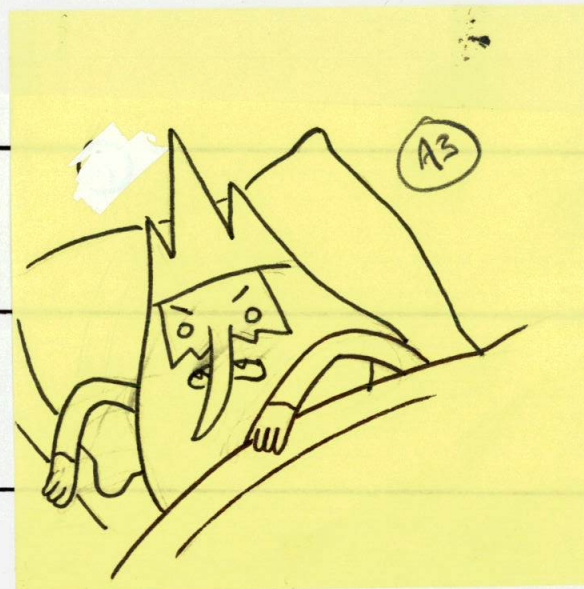
Sc. 133 Pnl. A Bg. day night



Dialog:

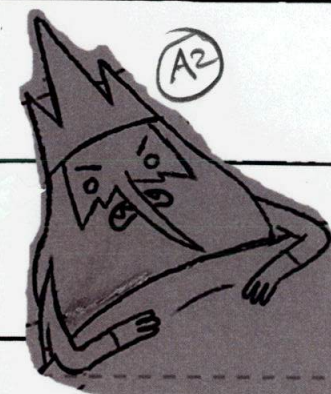
Action:

Timing:



SFX: (STOMACHE GROWL)

IK: *groans*



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1025/204D

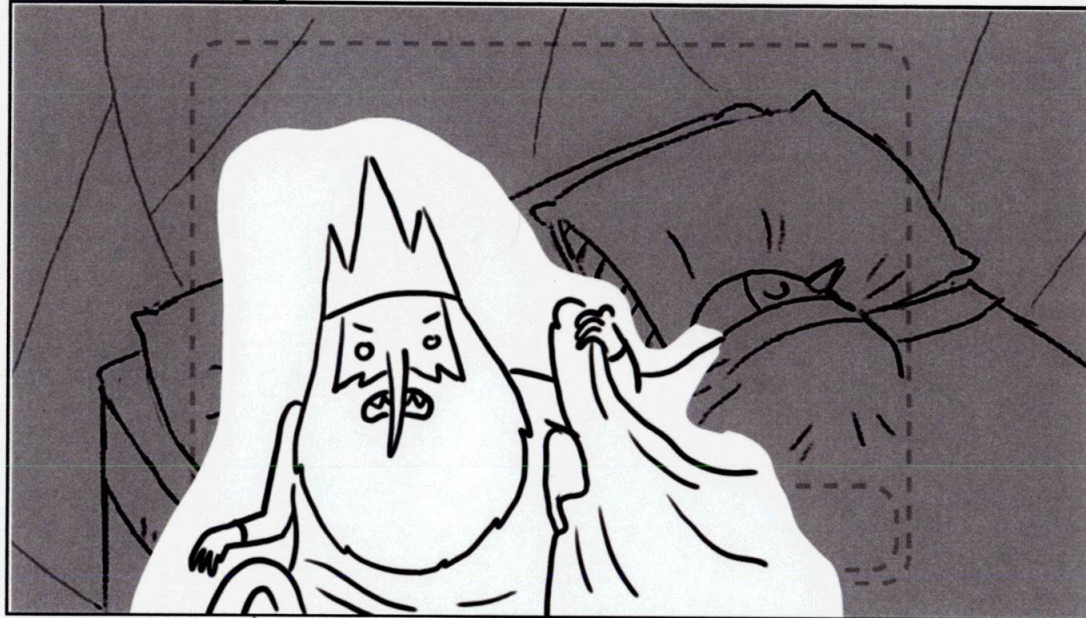
1025/204D

ADVENTURE TIME



Page 186

Sc. 133 *CONT* Pnl. B Bg. day night



Sc. 133 *CONT* Pnl. C Bg. day night



Dialog:

IK: [GRUMBLE]

IK: Fine!

Action:

-IK LOOKS AT GUNTER, TUGS BLANKET

Timing:

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1025/204D

Production :

1025/204D

1025/204D

ADVENTURE TIME



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Sc. 133 *cont* Pnl. 0

Bg.

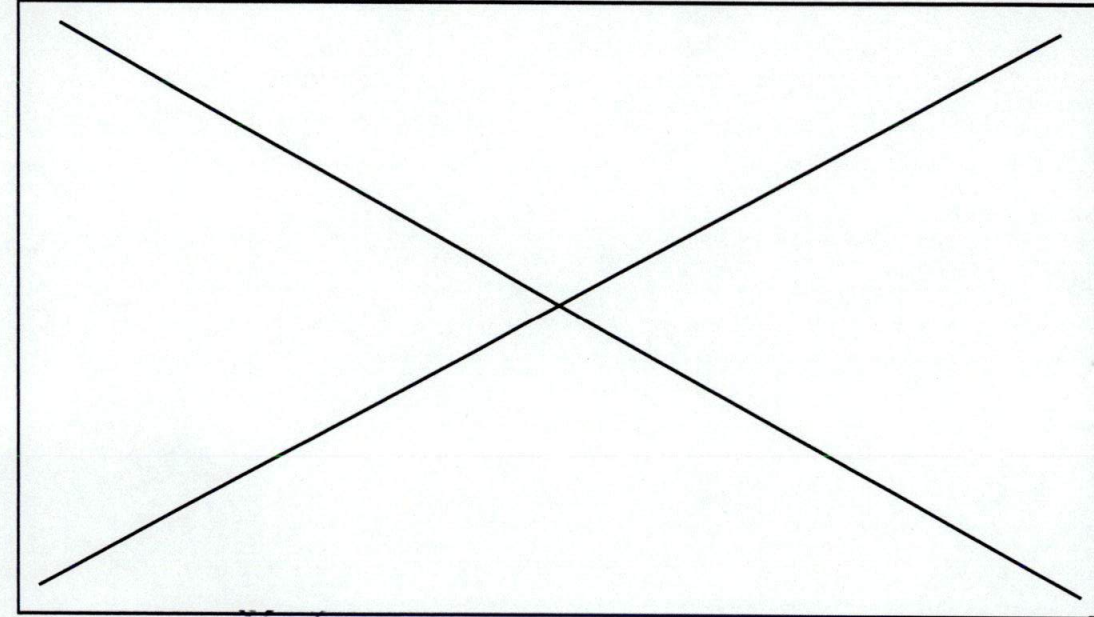
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

NOV 10 2014

EPISODE #

1025-204D

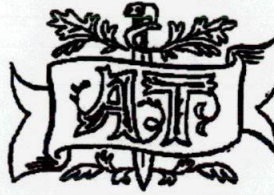
1025/204D

Production :

1025/204D

1025/204D

ADVENTURE TIME



Page 188

Sc. 133 *cont* Pnl. E

Bg.

day night



Sc. 133 *cont* Pnl. F

Bg.

day night



Cont

Dialog:

GUNTER (DISMISSIVE): WEK.

Action:

A BEAT

TUGS BLANKET

NOV 10 2014

Timing:

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1025/204D

Production :

1025/204D

ADVENTURE TIME



Page 189

Sc. 134

Pnl. A

Bg.

day night

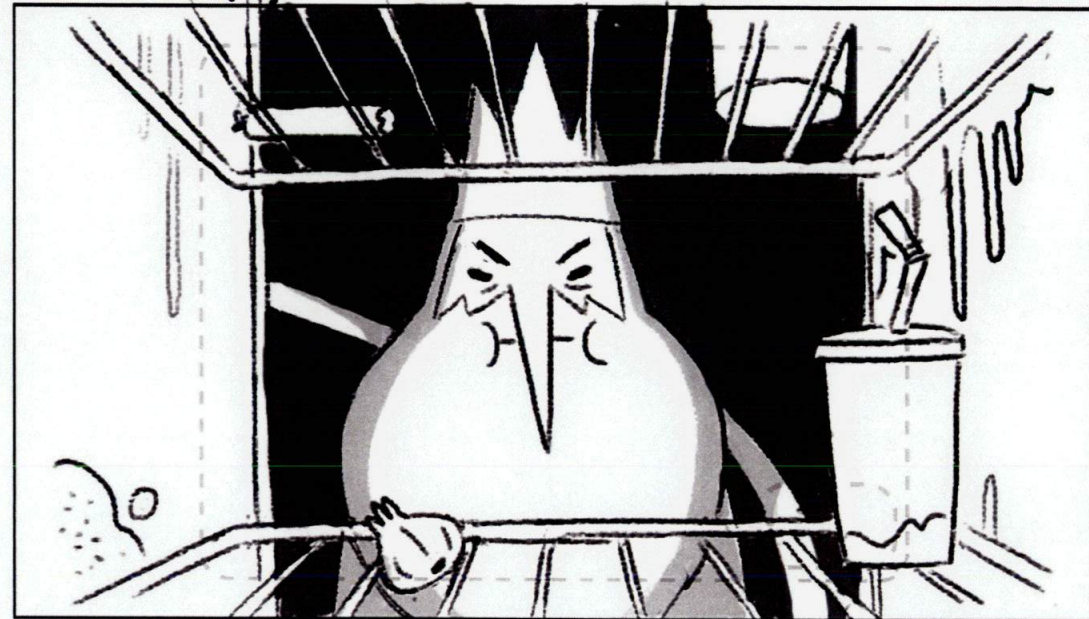


Sc. 134 cont

Pnl. B

Bg.

day night



Dialog:

SFX: glass bottles rattling

SFX: * SHUNK *

Action:

CUT TO BLACK
FRIDGE INTERIOR
AS IT IS OPENED



DOOR CRACKS -
DIM LIGHT



LIGHT CLICKS ON
PARTWAY

— IK STANDS SQUINTING FOR A BEAT
INTO OPEN FRIDGE

NOV 10 2014

Timing:

EPISODE #

1025-204D
1025/204D

Production :

1025/204D

Ku
Cut

ADVENTURE TIME



Page 190

Sc. 135

Pnl. A

Bg.

day night

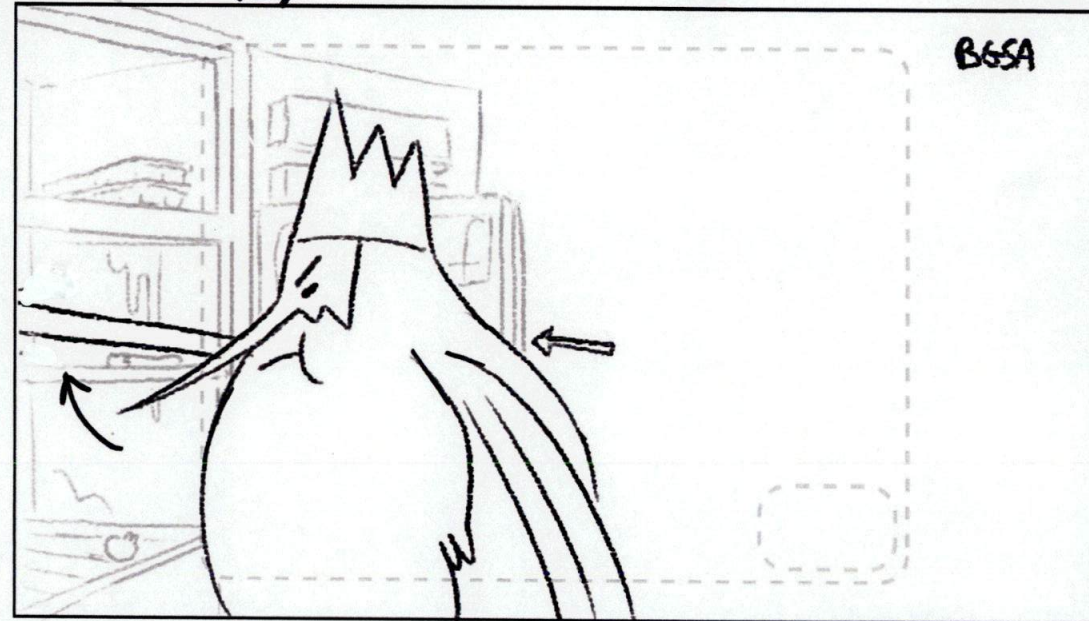


Sc. 135 CONT

Pnl. B

Bg.

day night



BGSA

Dialog:	SFX: * RATTLING *
Action:	-IK REACHES INTO FRIDGE
Timing:	NOV 10 2011

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Production :

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1025/204D

1025/204D

1025, 204D

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ADVENTURE TIME



Page 191

Sc. 135 *CONT*

Pnl. C

Bg.

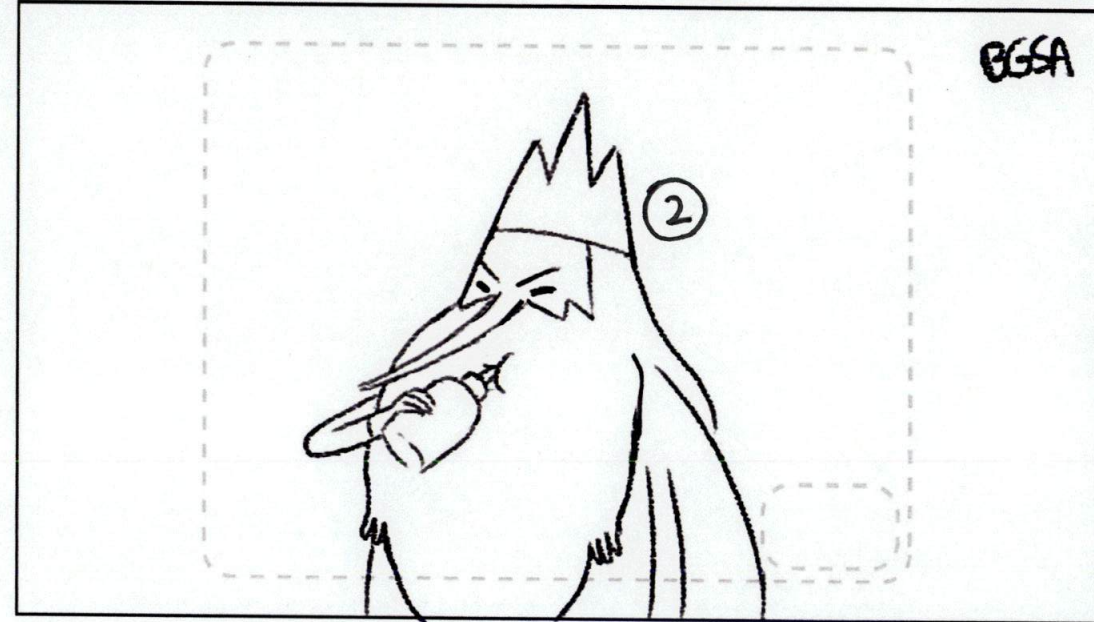
day night



Sc. 135 *CONT* Pnl. D

Bg.

day night



Dialog:

IK: mm.

IK: (3-4 TINY LIP SMACKS)

Action:

-IK PULLS OUT MUSTARD

-IK TASTES MUSTARD

CYCLE ①, ② ect.

Timing:

(DI)

NOV 10 2014



EPISODE #

1025-2040
1025/2040D

Production :

1025/2040D

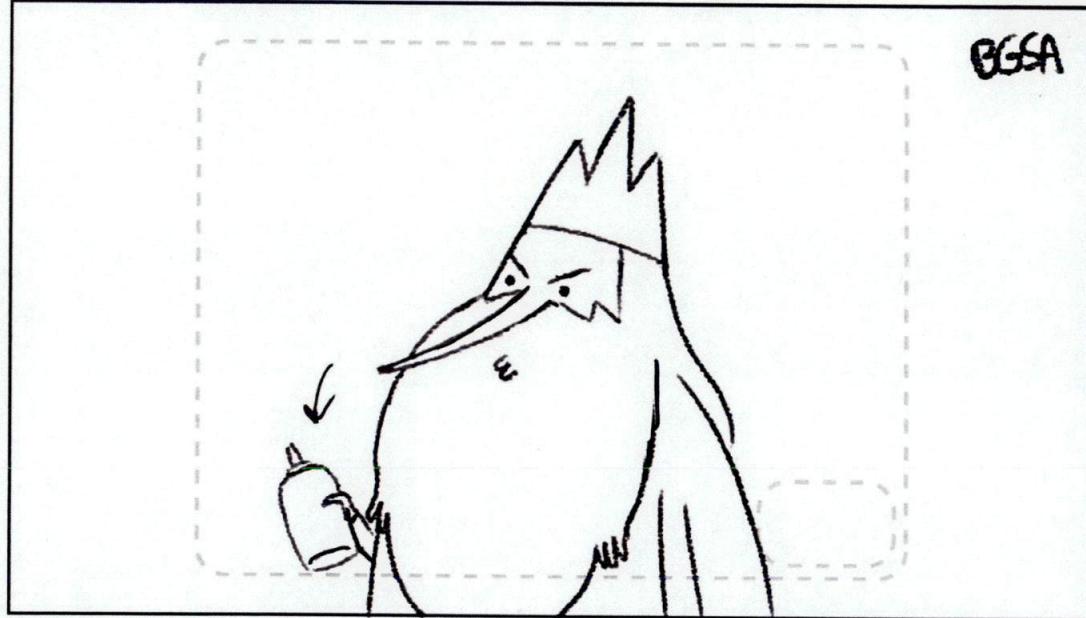
1025/2040D

ADVENTURE TIME



Page 192

Sc. 135 *cont* Pnl. E Bg. day night



Sc. 136 Pnl. A Bg. day night



Dialog:

IK: (SINGLE TINY SMACK)

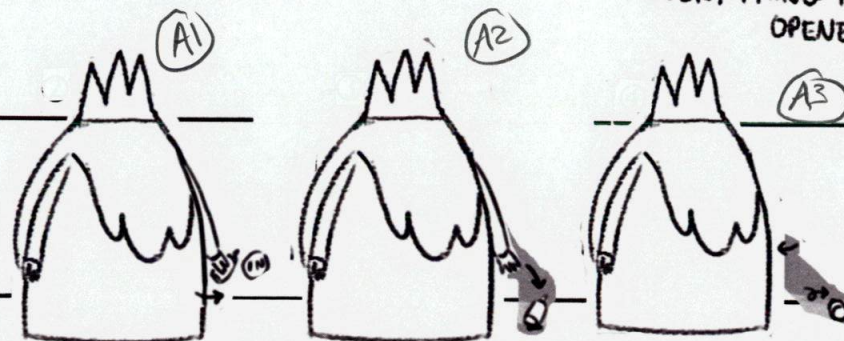
IK : Bleh

Action:

(E) *sy*

EVERY THING IN KITCHEN HAS BEEN OPENED

Timing:



NOV 10 2014

EPISODE #

1025-204D

1025/204D

Production :

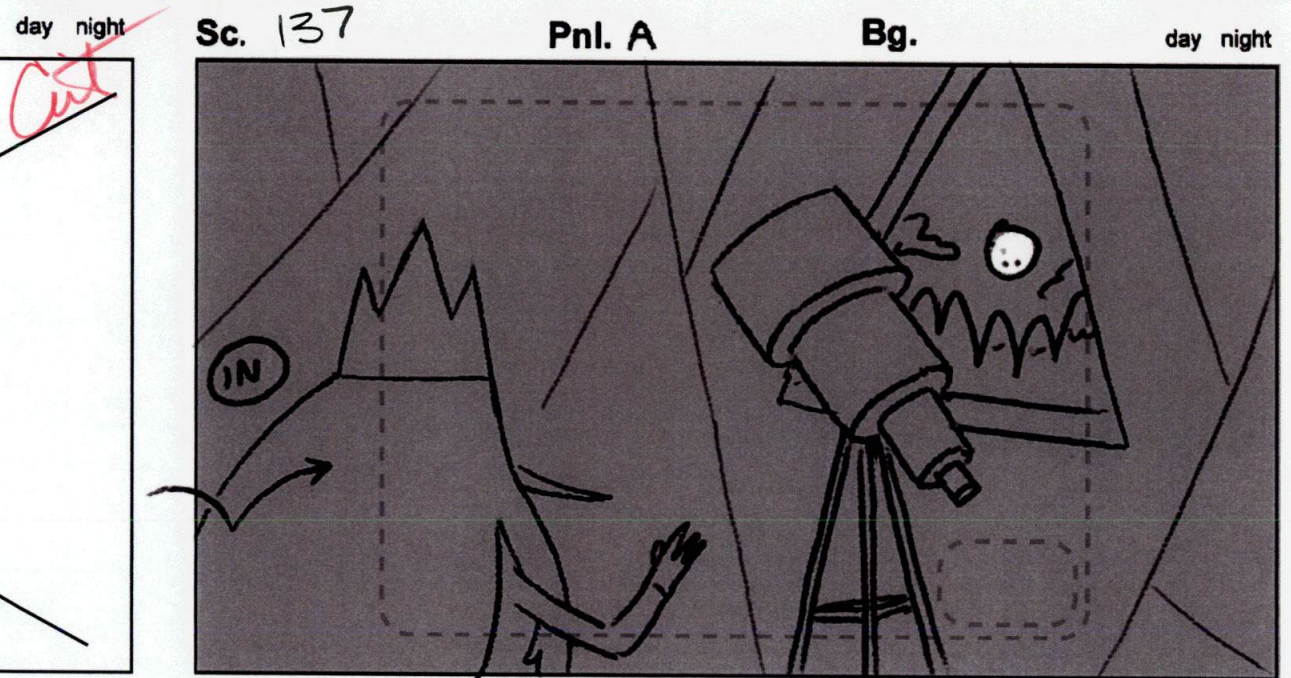
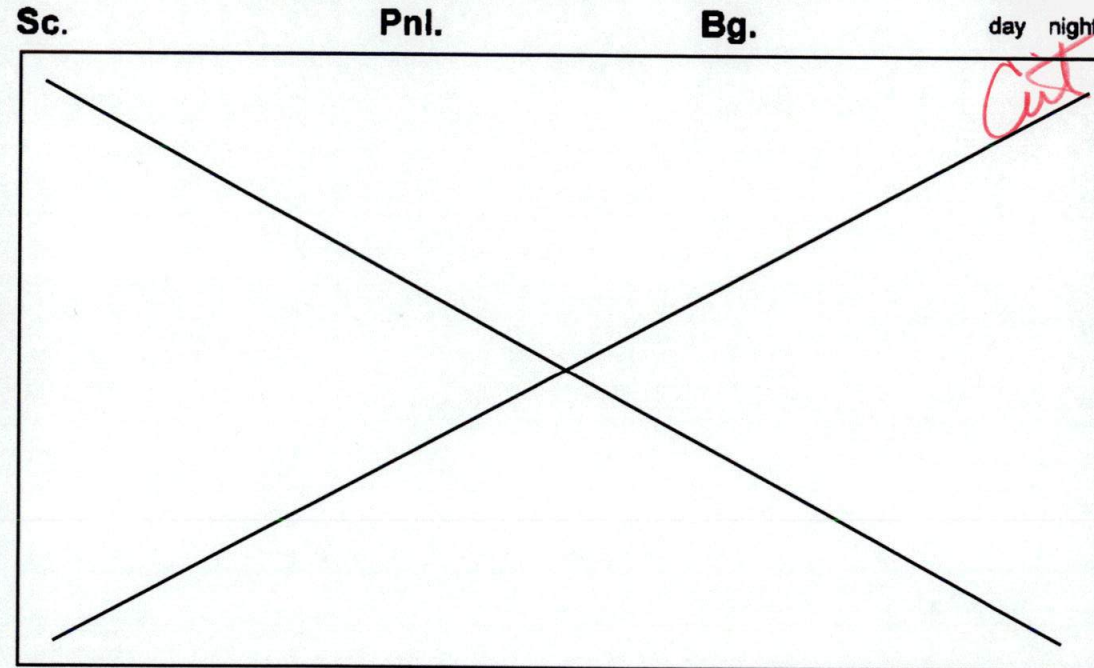
1025/204D

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ADVENTURE TIME



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Dialog:

IK (MUTTERING): A MAN CAN'T EVEN GET A DECENT —

Action:

— CUT TO TELESCOPE WINDOW,
IK ENTERS

NOV 10 2014

Timing:

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Production :

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1025/204D

ADVENTURE TIME



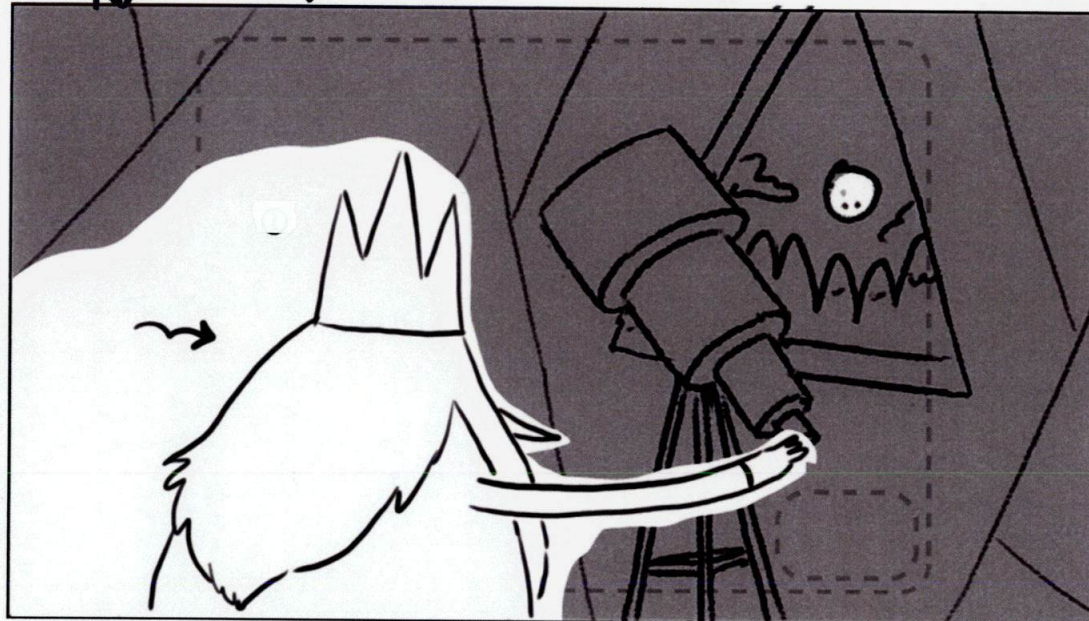
HV
ART

Page 194

Sc. 137 CONT Pnl. B

Bg.

day night

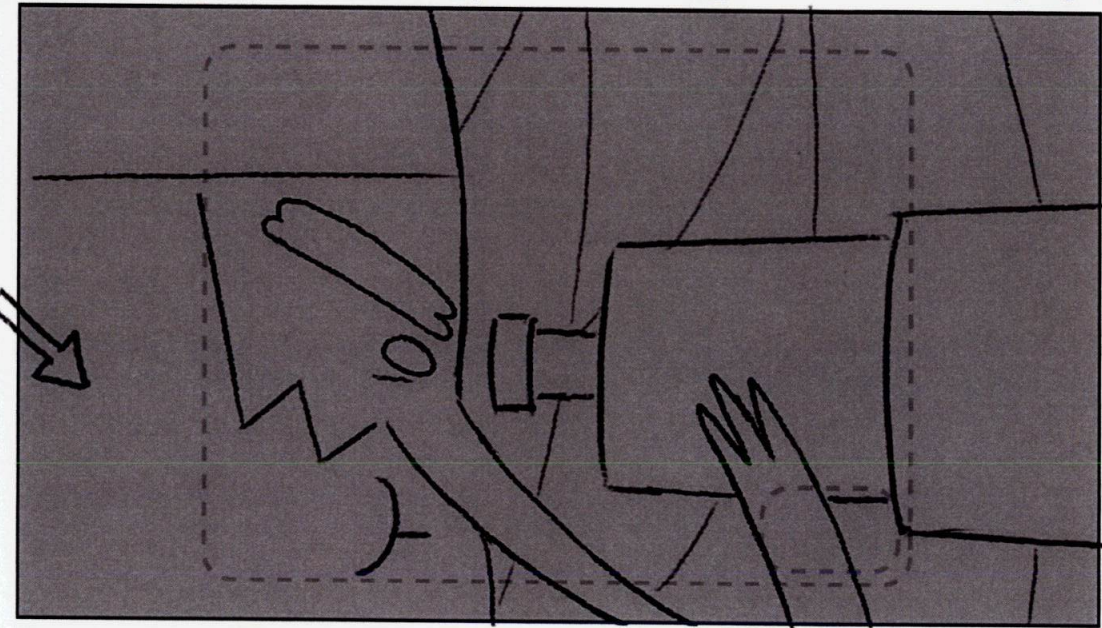


Sc. 138

Pnl. A

Bg.

day night



Cart

1025-204D

EPISODE #

1025/204D

Dialog:

IK: This old man can't even get a decent
CARB AROUND HERE

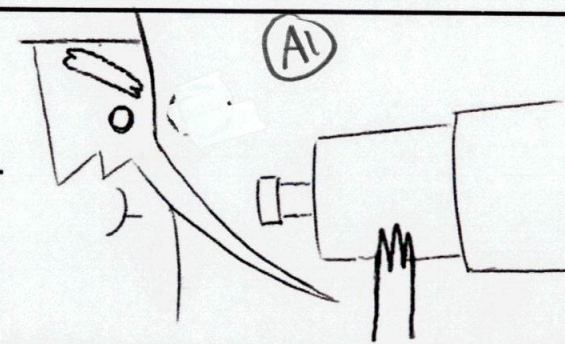
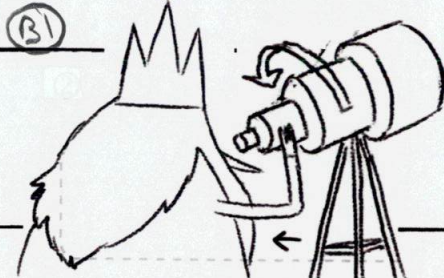
IK: - HM

Action:

-IK YANKS TELESCOPE INTO PLACE

-IK LEANS IN,

Timing:



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1025/204D

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ADVENTURE TIME

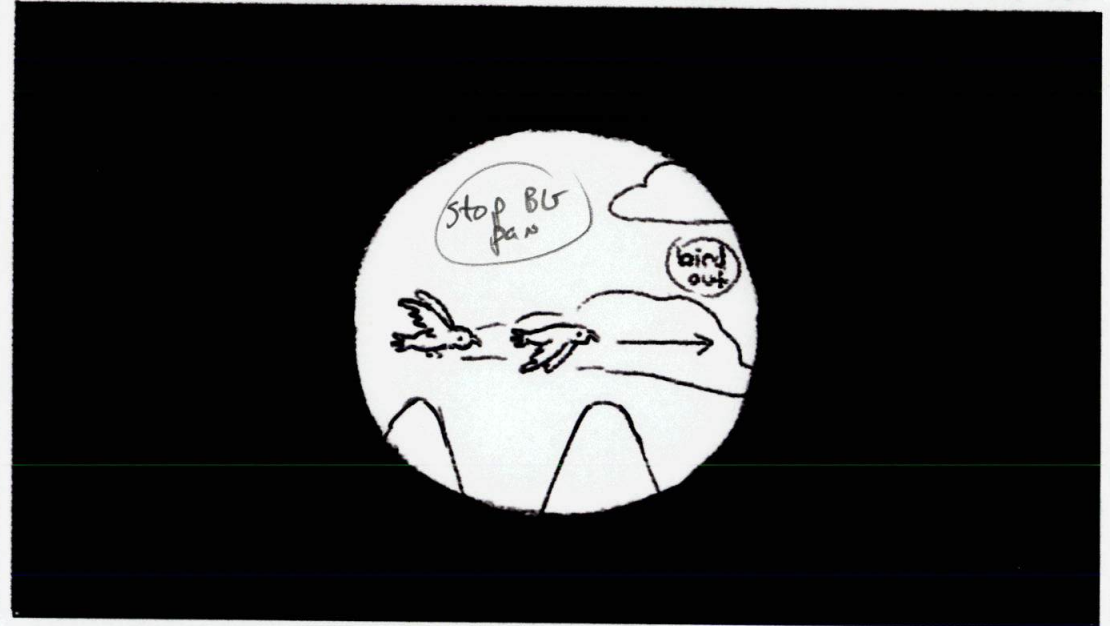


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Sc. 139 Pnl. A Bg. day night



Sc. 139 cont Pnl. B Bg. day night



Dialog:

(VO)
IK: ... TOO FAST.

Action:



P.O.V. THRU IK'S TELESCOPE -
TRACK HAWK FLYING AB CYCLE - BG PAN'S
(SEE ①-② of reference)

END PAN, BIRD EXITS

NOV 10 2011

Timing:

EPISODE # 1025-204D

1025/204D

Production :

1025/204D

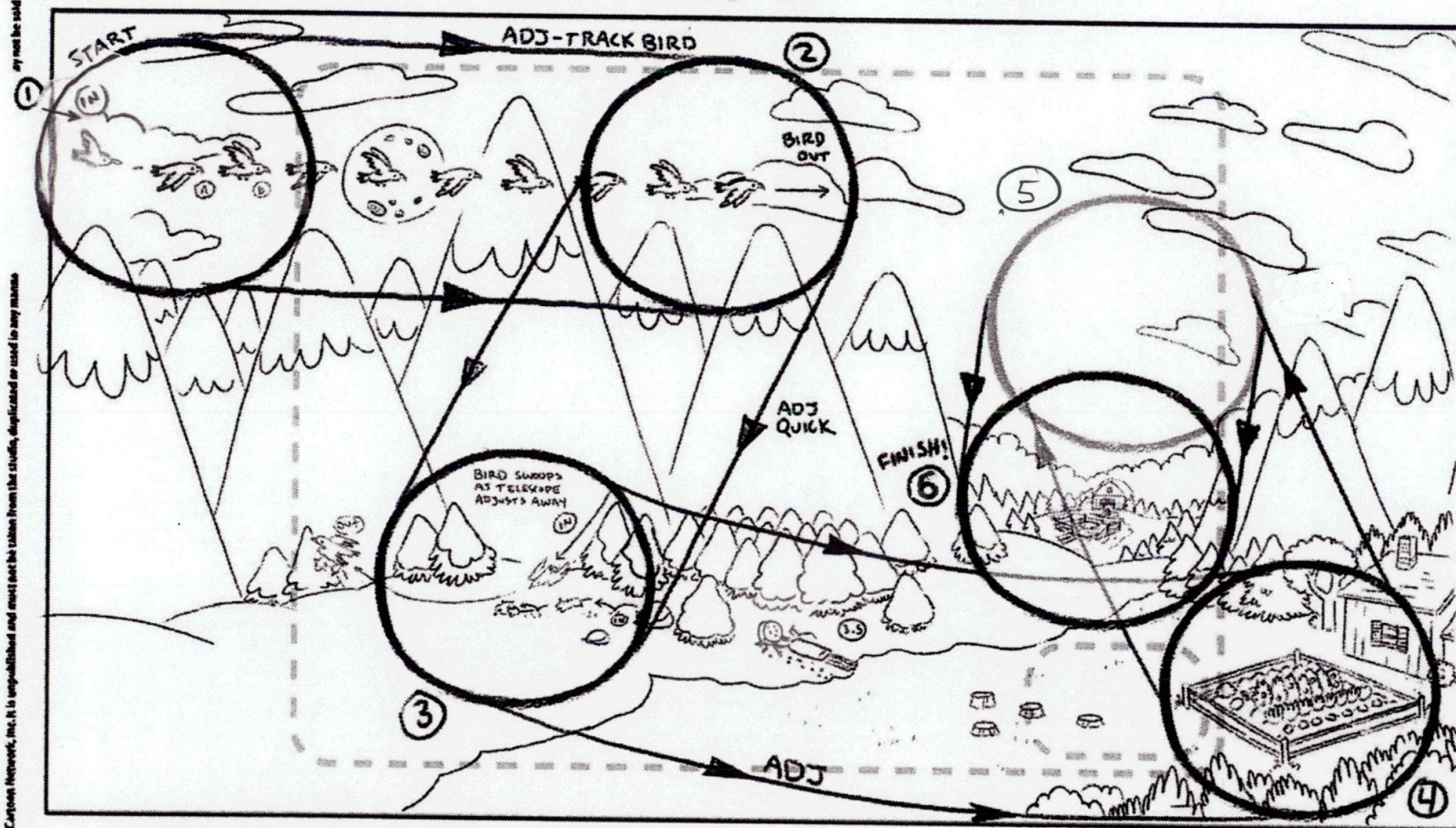
ADVENTURE TIME



Keep

Page 196

REFERENCE FOR TELESCOPE SEQUENCE - SCENE 139



- 1-2. TRACKING BIRD - 8A+B
- 3. RAT FROM 'RAT'S WILL' - 8D-F
- 3.5. TRACK QUICKLY, DO NOT STOP ON PBUTT
- 4. CAREFULLY-TENDED GARDEN - 8H
- 4.5. OVERSHOOT 5 - 8J
- 5. SETTLE ON PIG PEN - 8K+L

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ADVENTURE TIME



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BG REFERENCE



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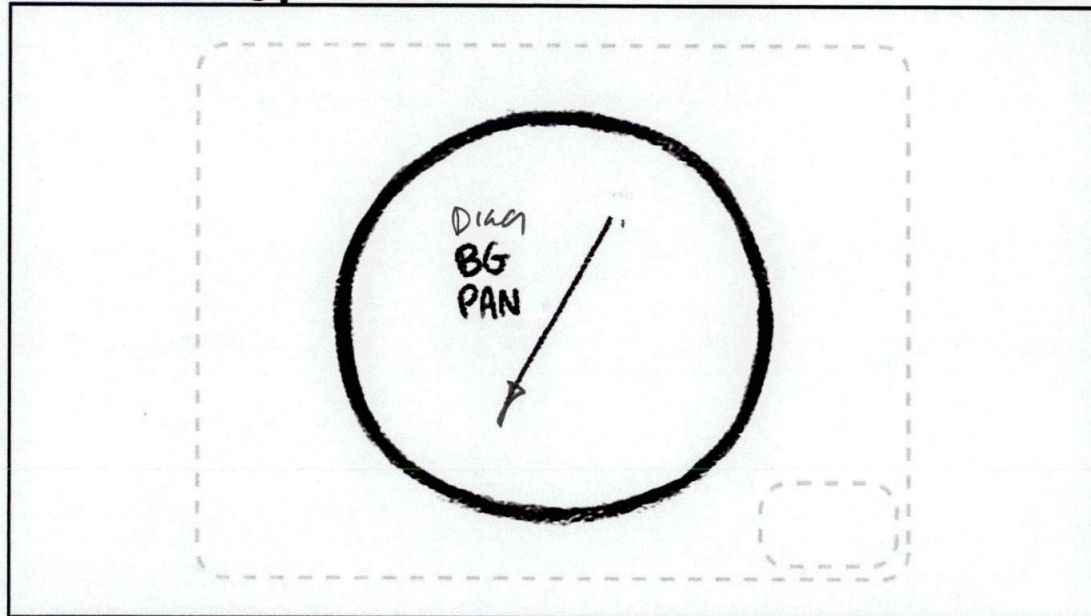
1025/204D

ADVENTURE TIME

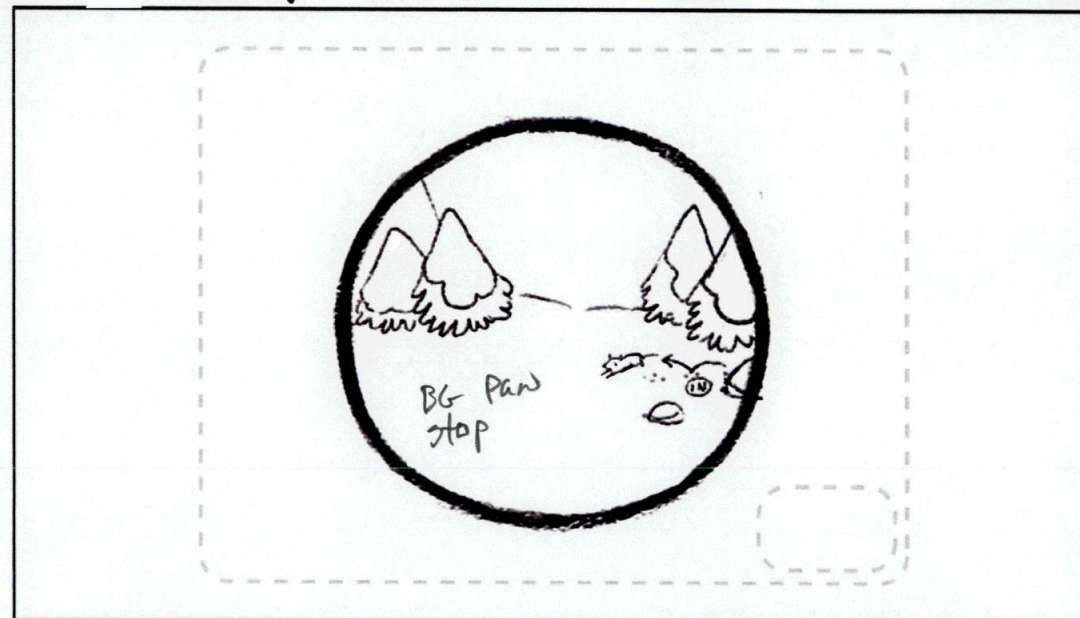


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Sc. 139 *cont* Pnl. C Bg. day night



Sc. 139 *cont* Pnl. D Bg. day night



Dialog:

Action:

BG PAN TO S.W. (SEE ②-③)

- STOP AT CLEARING, RAT FROM 'RAT'S WELL'
BOUNDS IN

Timing:

NOV 10 2014

Production :

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1025/204D

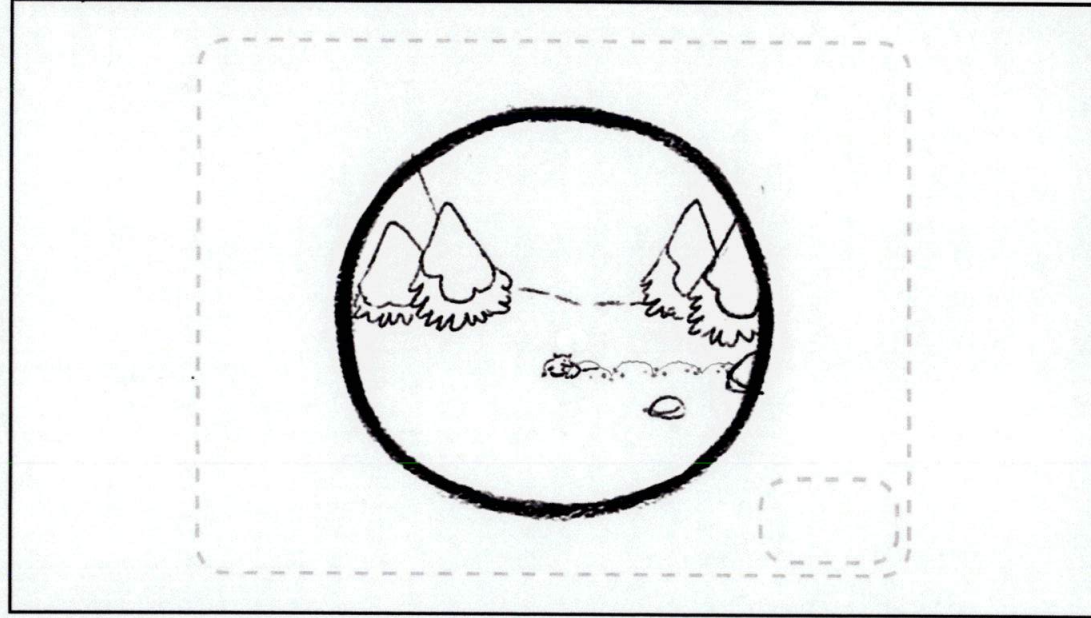
1025/204D

ADVENTURE TIME

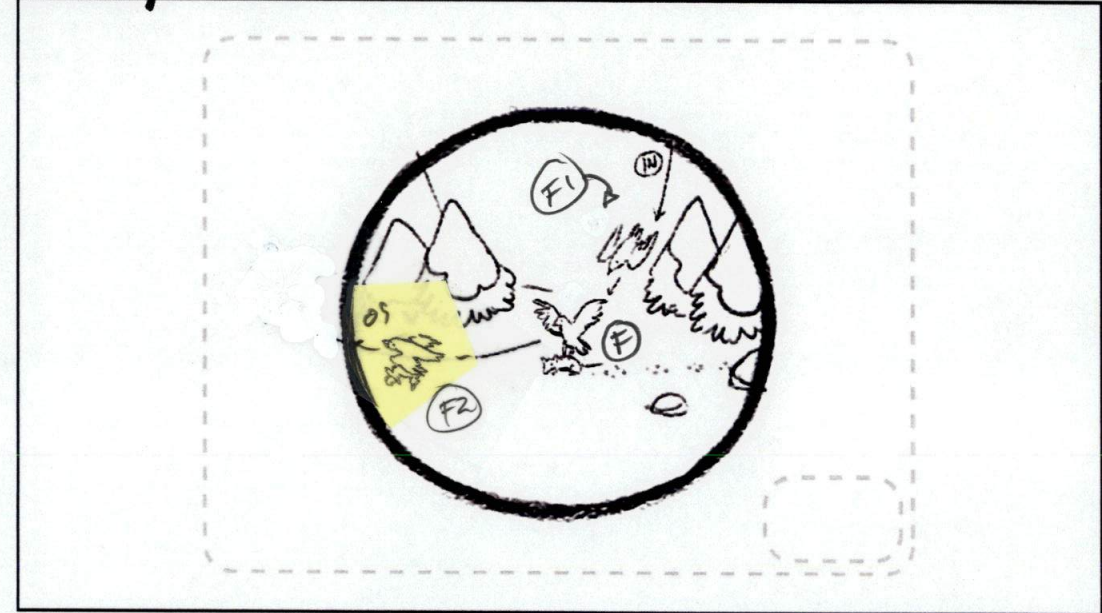


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Sc. 139 CONT Pnl. E Bg. day night



Sc. 139 CONT Pnl. F Bg. day night



Dialog:	(VO) <u>ICE KING: MAYBE...</u>	(VO) <u>IK: WOOPS!</u>
Action:	RAT GROOMS SELF - CYCLE ABOO S/A E E1	- HAWK SWOOPS IN - CONTINUE RAT'S PREVIOUS GROOM CYCLE UNTIL ③. HAWK EXITS WITH RAT
Timing:	NOV 10 2014	

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1025/204D

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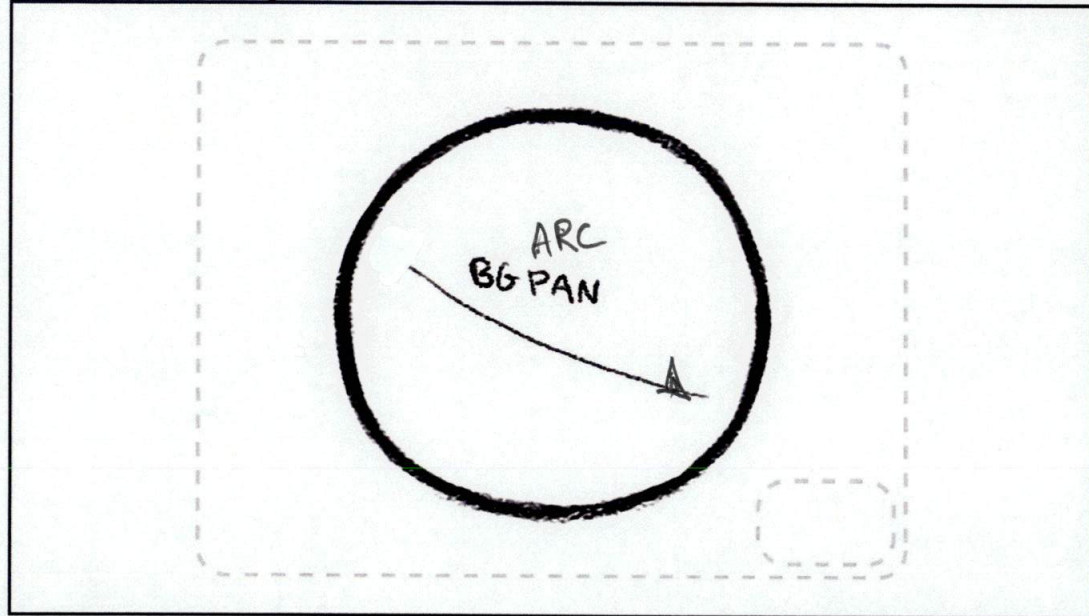
1025/204D

ADVENTURE TIME

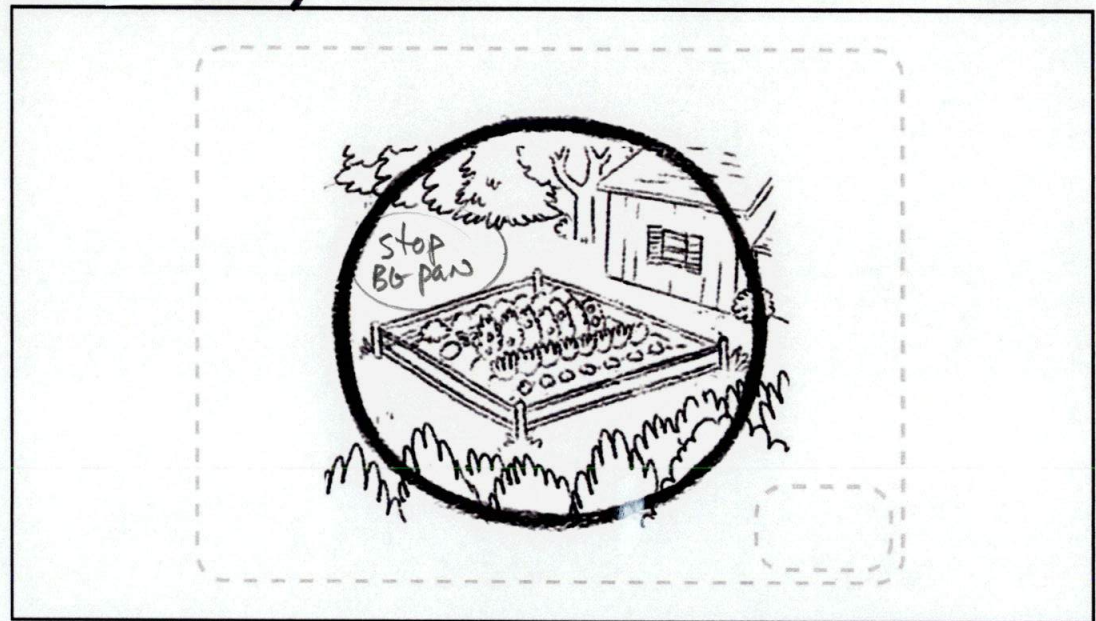


Page 200

Sc. 139 *cont* Pnl. G Bg. day night



Sc. 139 *cont* Pnl. H Bg. day night



Dialog:

(Uo)

IK: Eck! Veggies are nasty.

Action:

BG PAN S.E. (SEE REFERENCE ③-④)

4. STOP ON CAREFULLY-TENDED GARDEN

NOV 10 2014

Timing:

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Production :

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ADVENTURE TIME

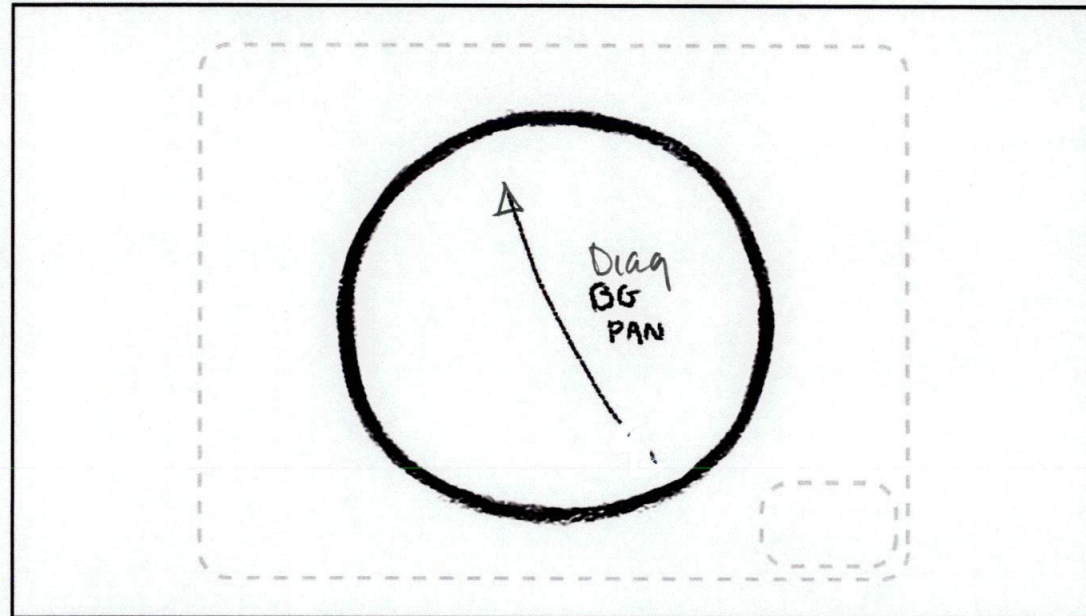


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Sc. 139 *CONT* Pnl. I

Bg.

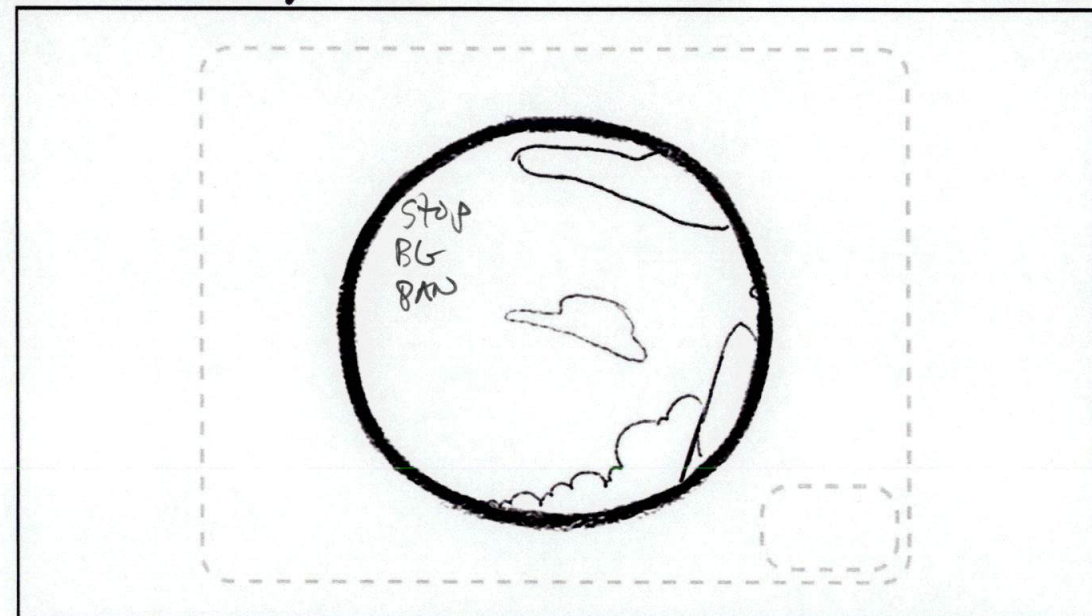
day night



Sc. 139 *CONT* Pnl. J

Bg.

day night



Dialog:

(O/S)

IK: HM?

Action:

BG PAN S.E. (SEE REFERENCE)
(4) - (5)

OVERSHOOT FARM

(5)

(J)



Timing:

NOV 10 2014

Production :

EPISODE #

1025-204D

1025/204D

1025/204D

1025/204D

ADVENTURE TIME

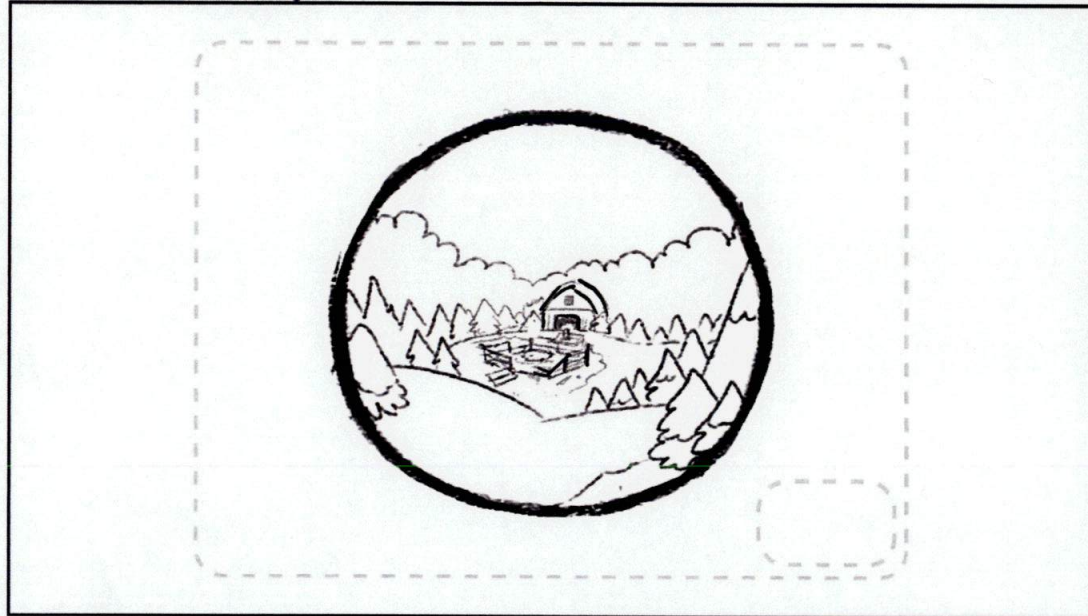


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Sc. 139 *CONT* Pnl. K

Bg.

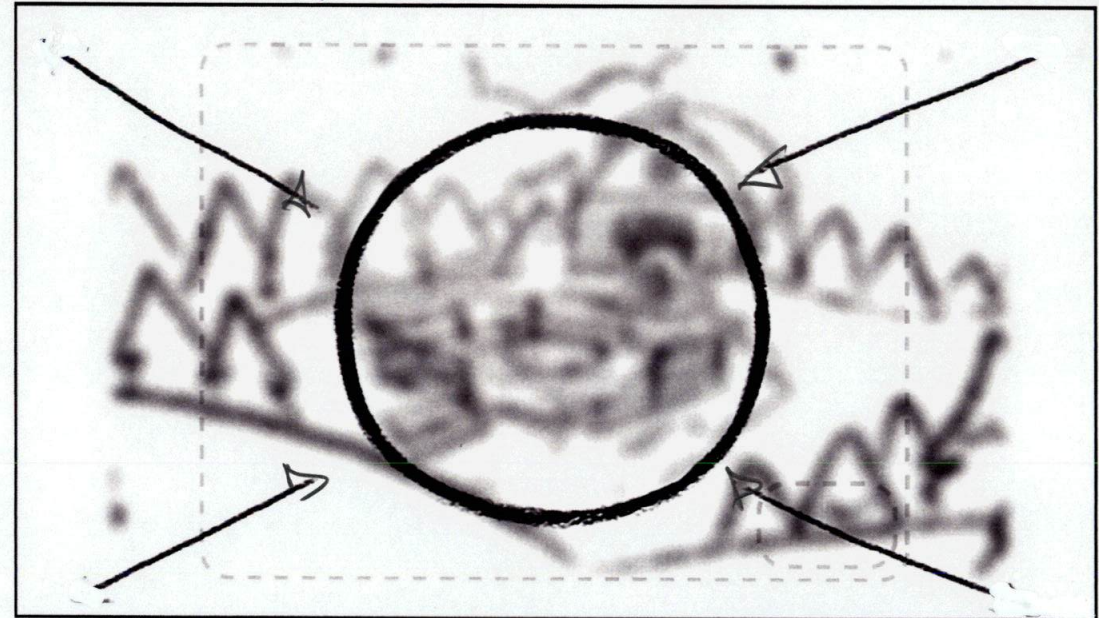
day night



Sc. 139 *CONT* Pnl. L

Bg.

day night



Dialog:

truck IN to
Rack to Blur Focus

Action:

- SETTLE ON PIG PEN

6

Timing:

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EPISODE #

1025-204D
1U20/204D

Production :

1025/204D

1025/204D

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ADVENTURE TIME

NO
SC
140



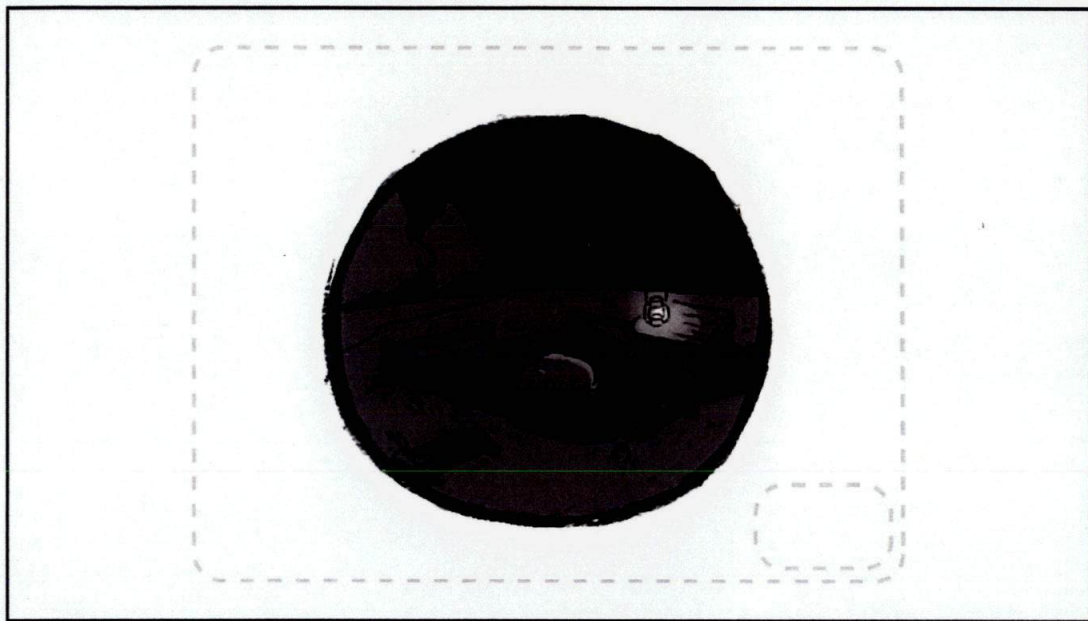
Cut

Sc. 139 CONT

Pnl. M

Bg.

day night

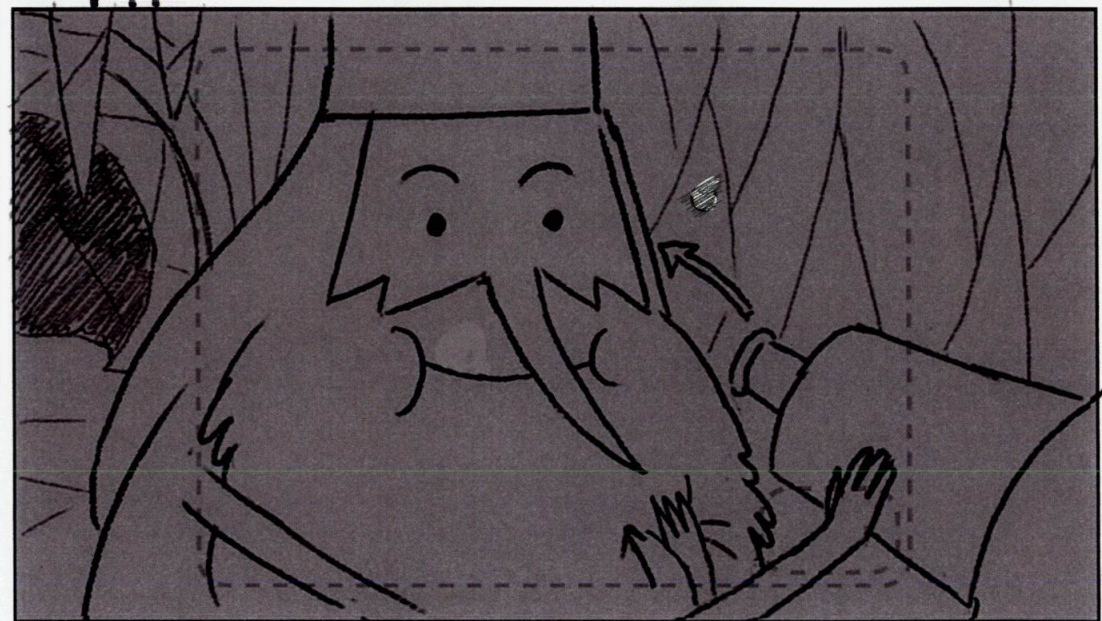


Sc. 141

Pnl. A

Bg.

day night



Cut
w/ wipe
to Post

1025-204D

EPISODE #

1025/204D

Dialog:

(VO)
IK: HO-HO-HO...
RACK to Sharp Focus

IK: MM-NMM (LICKS CHOPS)

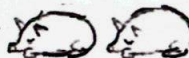
Action:

PIG-PEN COMES INTO FOCUS
(NEW, DETAILED BG - FARM IS IN DIS REPAIR-ABANDONED?)
PIG IS BREATHING ABOO

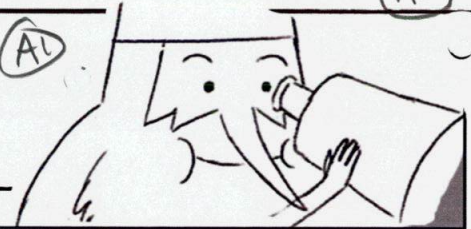
SLOW BEARD RUB CYCLE ABOO
TONGUE MOVES R to L

NOV 10 2011

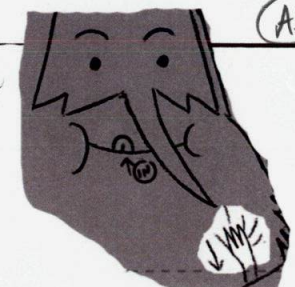
Timing:

(M) S/A
EXHALE →  (M1) Inhale

(A1)



(A2)



(A3)



(A4)



Production :

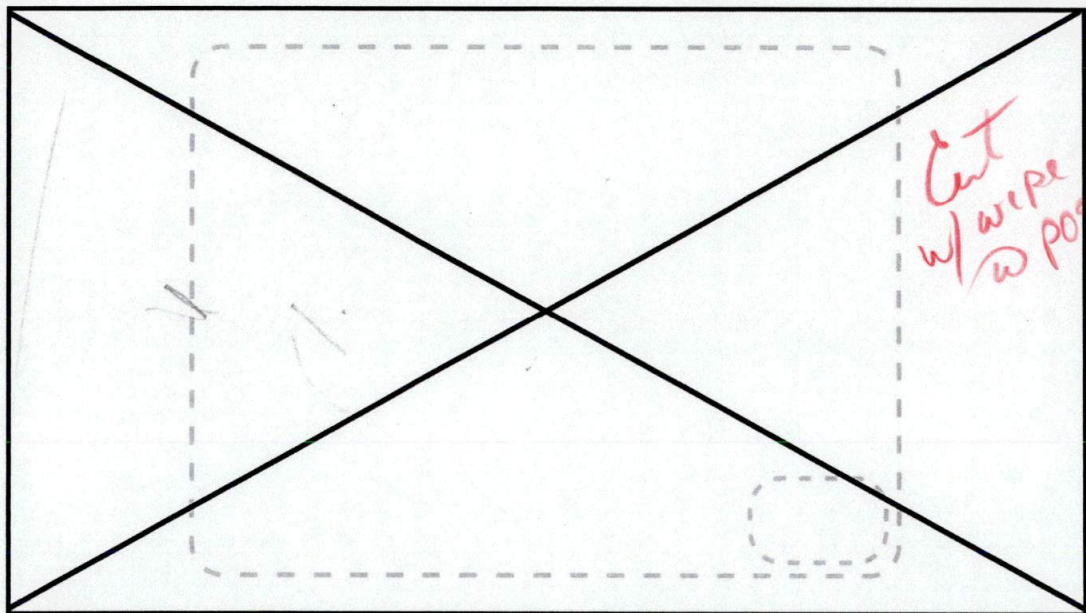
1025/204D

ADVENTURE TIME



Page 204

Sc. Pnl. Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:

IK (VO) "BLESS Gunter and my Beard"

Action:

NOV 10 2014

Timing:

EPISODE # 1025-204D
1025/204D

Production :

1025/204D

ADVENTURE TIME



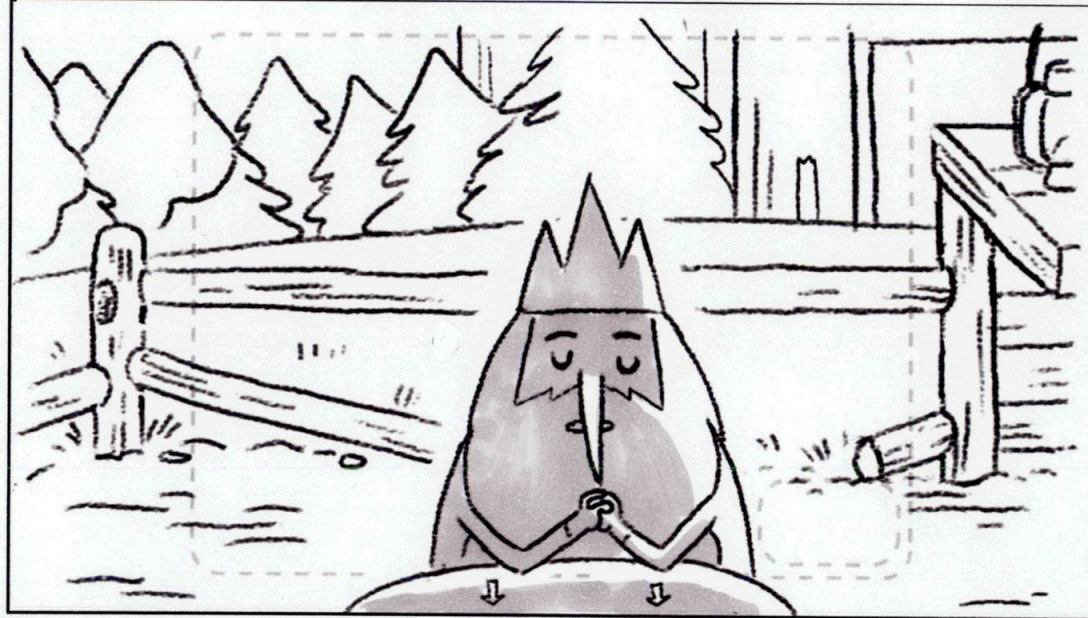
Page 205

Sc. 143

Pnl. A

Bg.

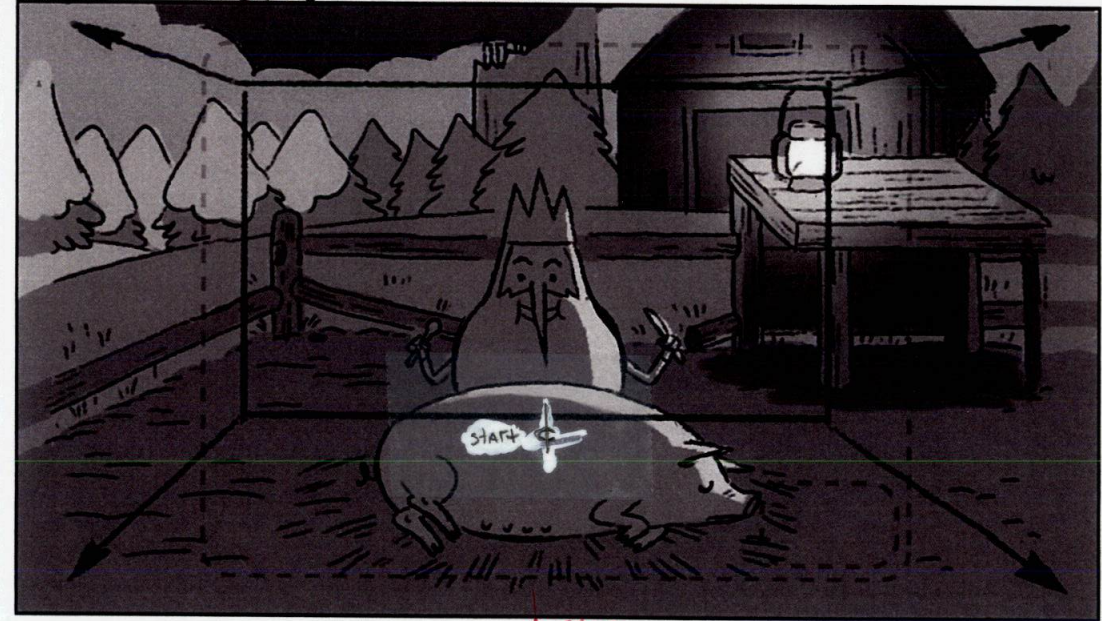
day night



Sc. 143 *CONT* Pnl. B

Bg.

day night



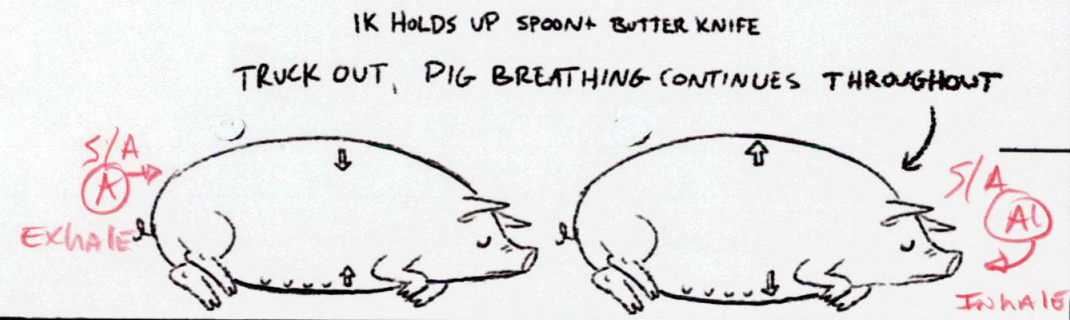
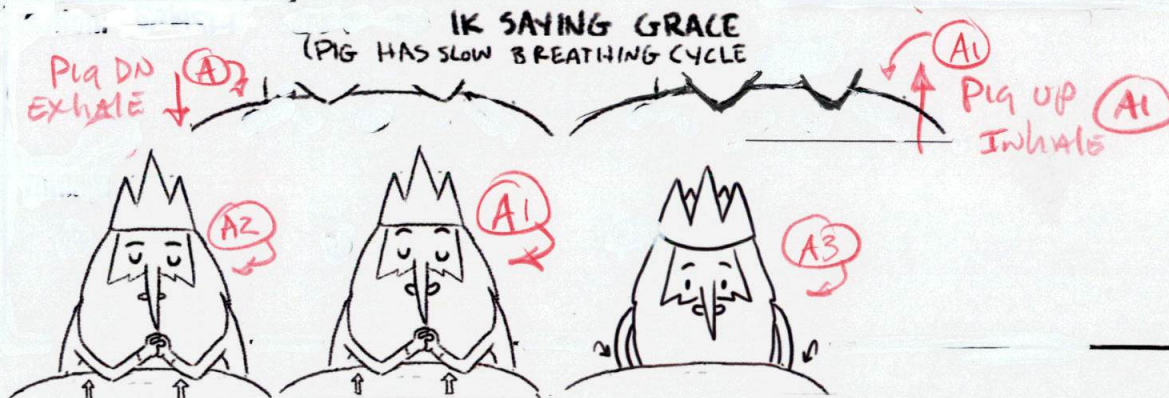
Dialog:

IK: Bless Guntar and my heart.
And give me a princess soon too. Ha ha ha.
I deserve it. Amen.
SFX: *thud*

IK: OOKAY!!

truck
out

NOV 10 2014



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1025-204D

1025/204D

Production :

1025/204D

ADVENTURE TIME



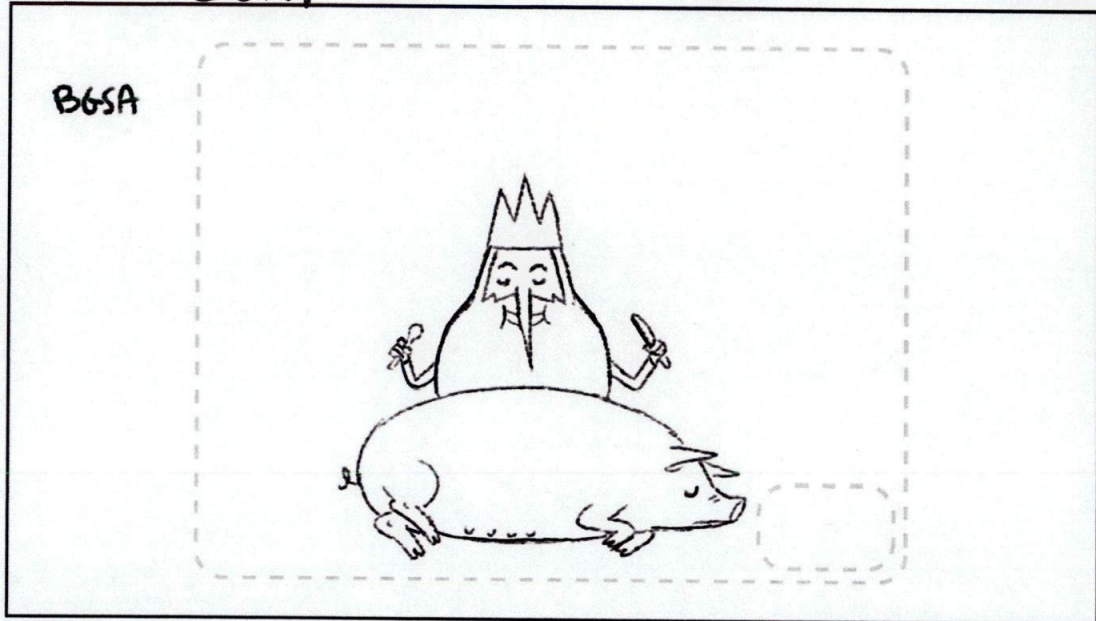
NO SC 144

Page 206

Sc. 143 CONT Pnl. C

Bg.

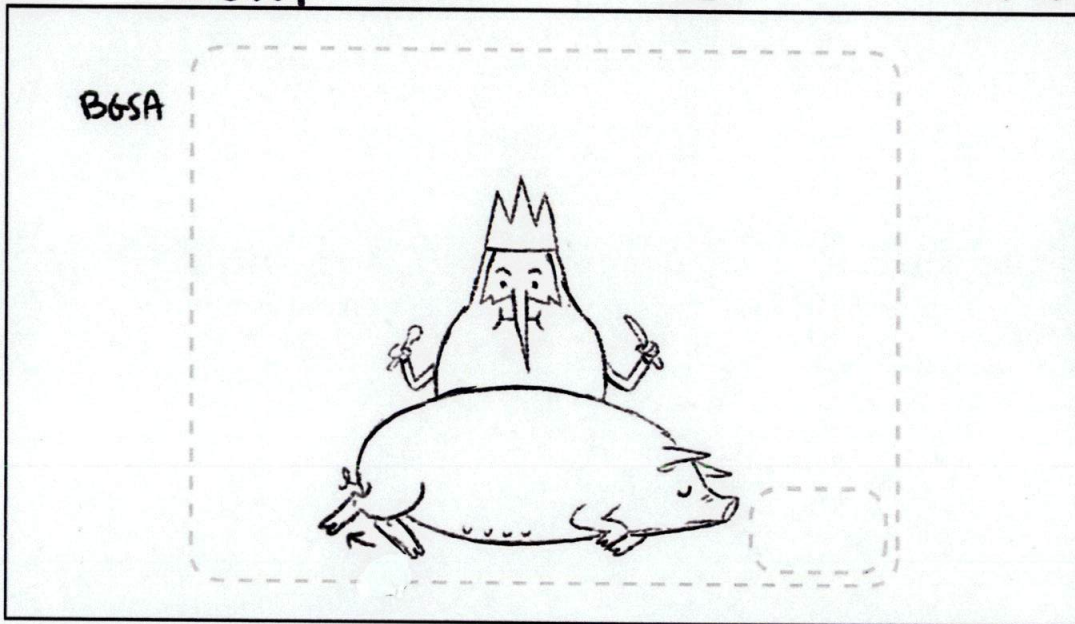
day night



Sc. 143 CONT Pnl. D

Bg.

day night



Dialog:

IK: — I'LL HAVE THE RIBS, PLEASE!

Action:

IK IS ORDERING, AS IF AT A RESTAURANT

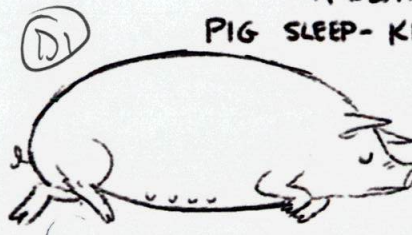
(NOTE: USE THIS PIG FOR MODEL + SCALE REFERENCE)

Timing:

A BEAT —

PIG SLEEP- KICKS LAZILY

NOV 10 2014



Production :

EPISODE #

1025-204D

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1025/204D

1025/204D

NO CUT

ADVENTURE TIME



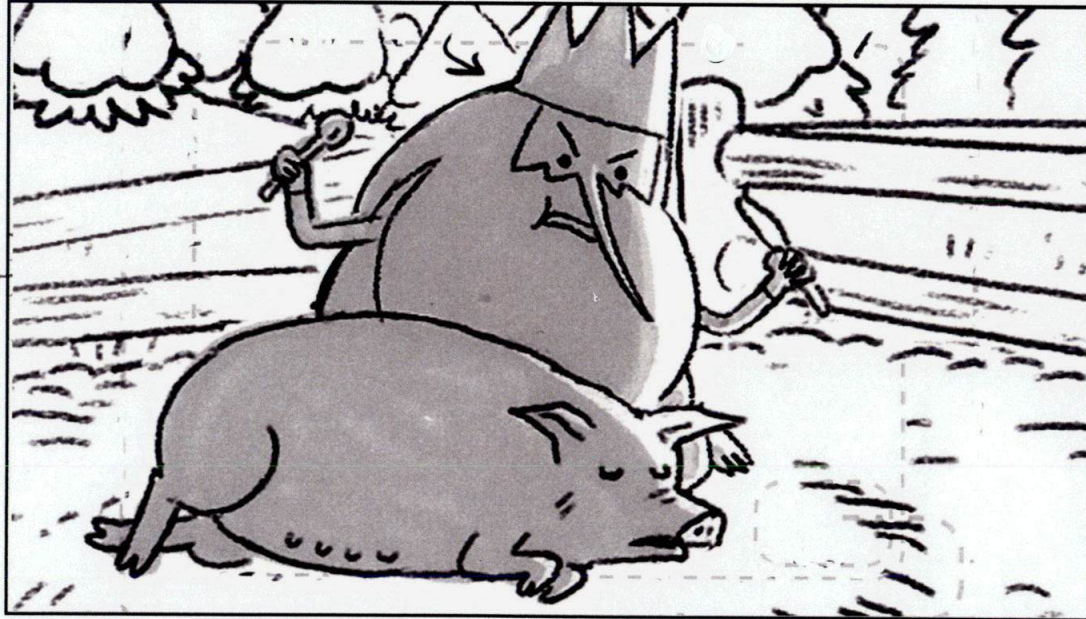
Page 207

Sc. 145

Pnl. A

Bg.

day night

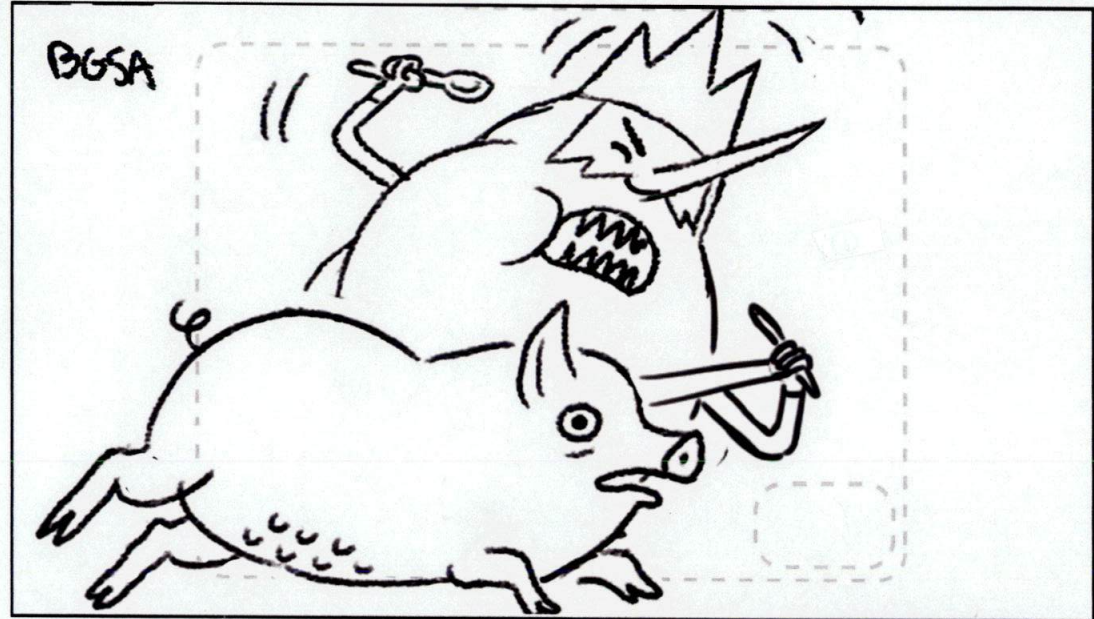


Sc. 145 CONT

Pnl. B

Bg.

day night

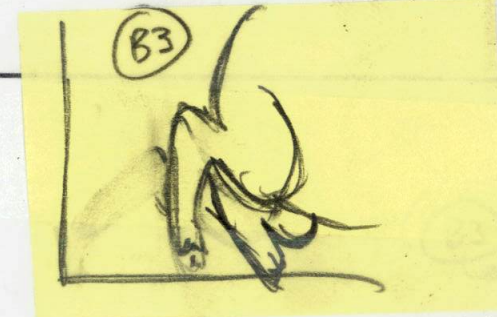
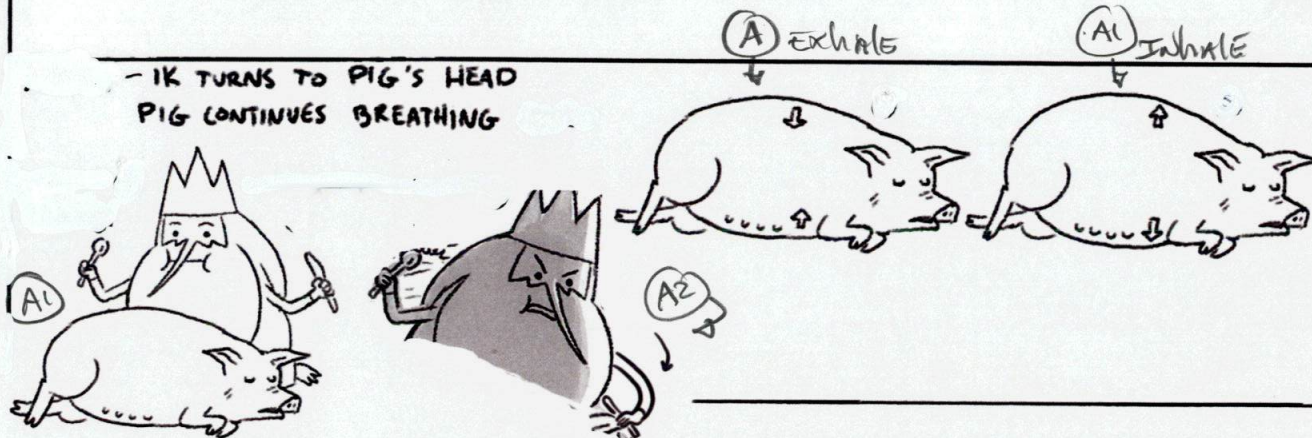


Dialog:

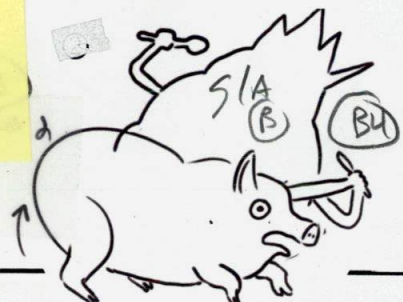
IK: I SAID RIBS...

IK: WAKE UP AND SPIT OUT
YOUR BONES!!

- IK TURNS TO PIG'S HEAD
PIG CONTINUES BREATHING



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Production :

1025/204D

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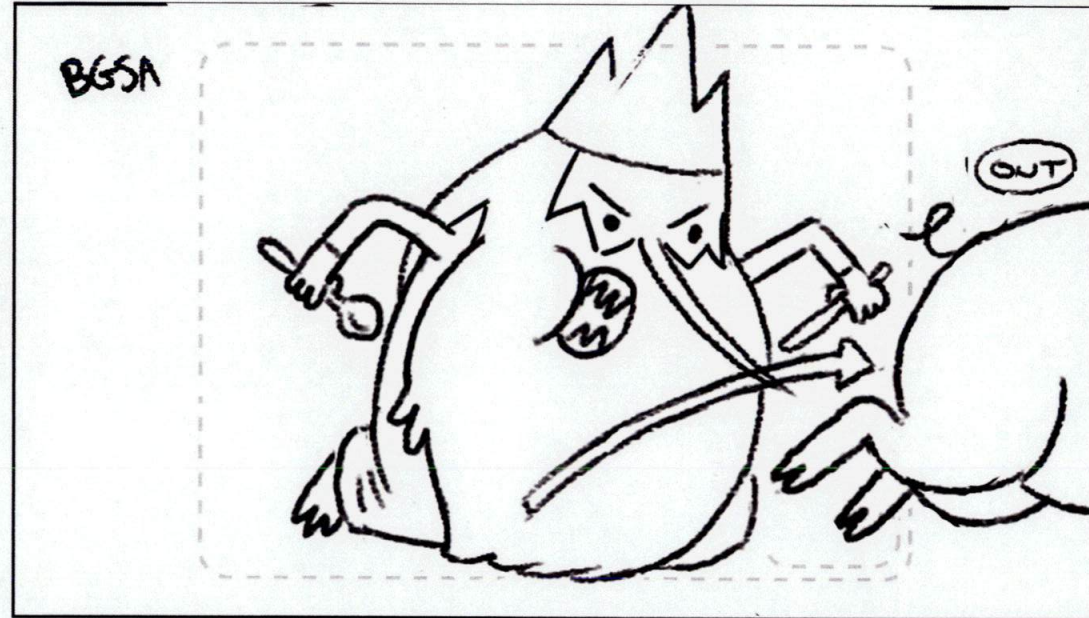
1025/204D

ADVENTURE TIME

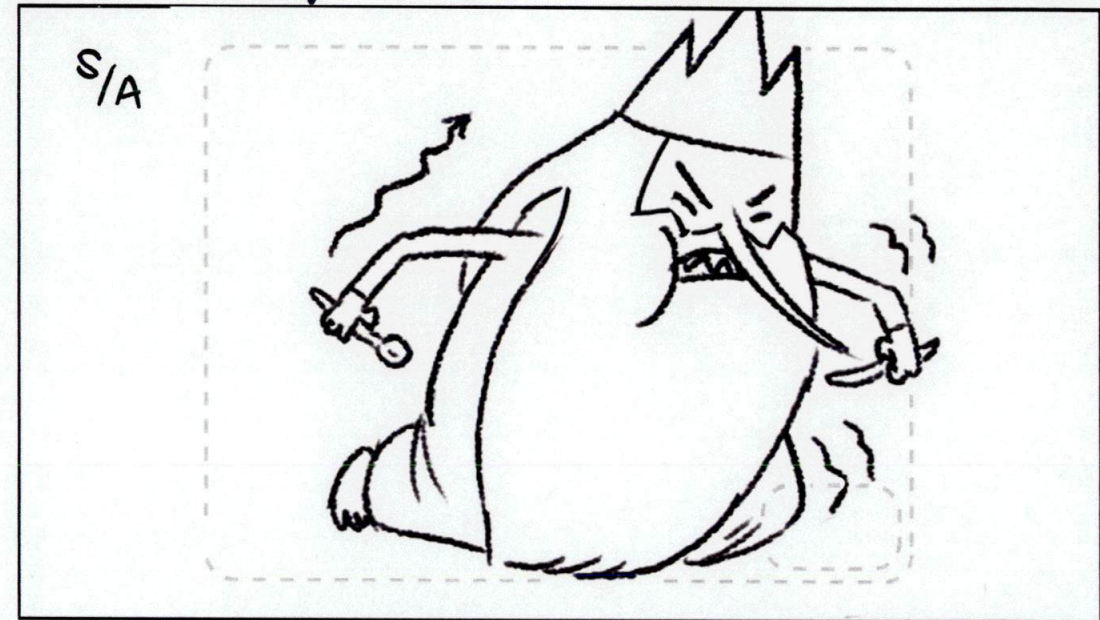


Page 208

Sc. 145 cont Pnl. C Bg. day night



Sc. 145 cont Pnl. D Bg. day night



Dialog:

IK: HEY!

UGH -
IK: (OOF)

Action:

-IK TURNS LOWER BODY

TRIES TO STEP - BUT IS CAUGHT ON BEARD.
TREMBLES

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Timing:

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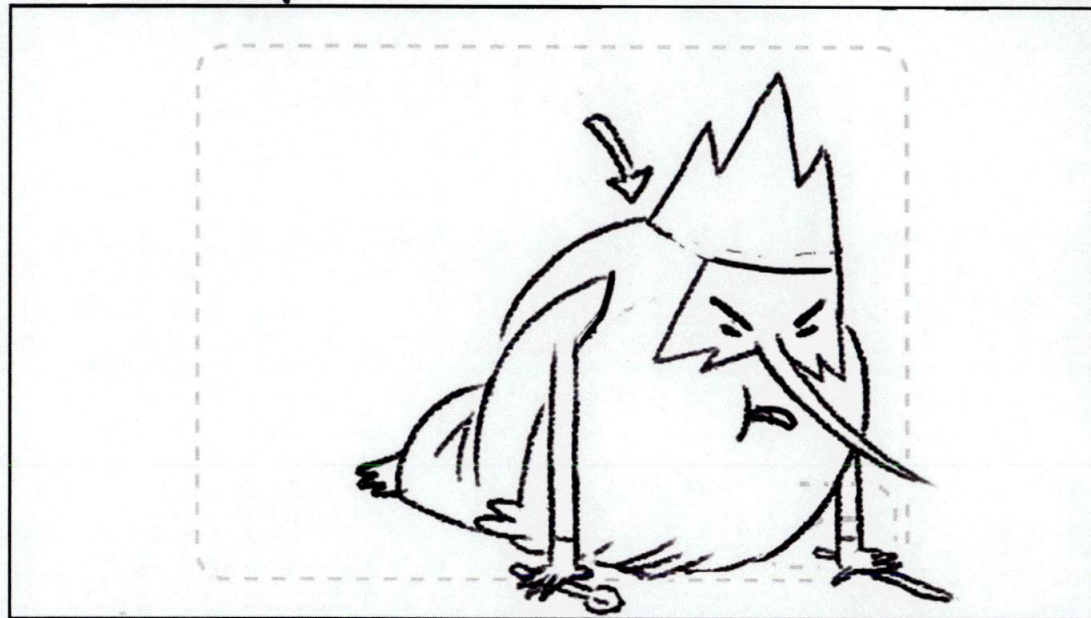


Page 209

Sc. 145 *cont* Pnl. E

Bg.

day night

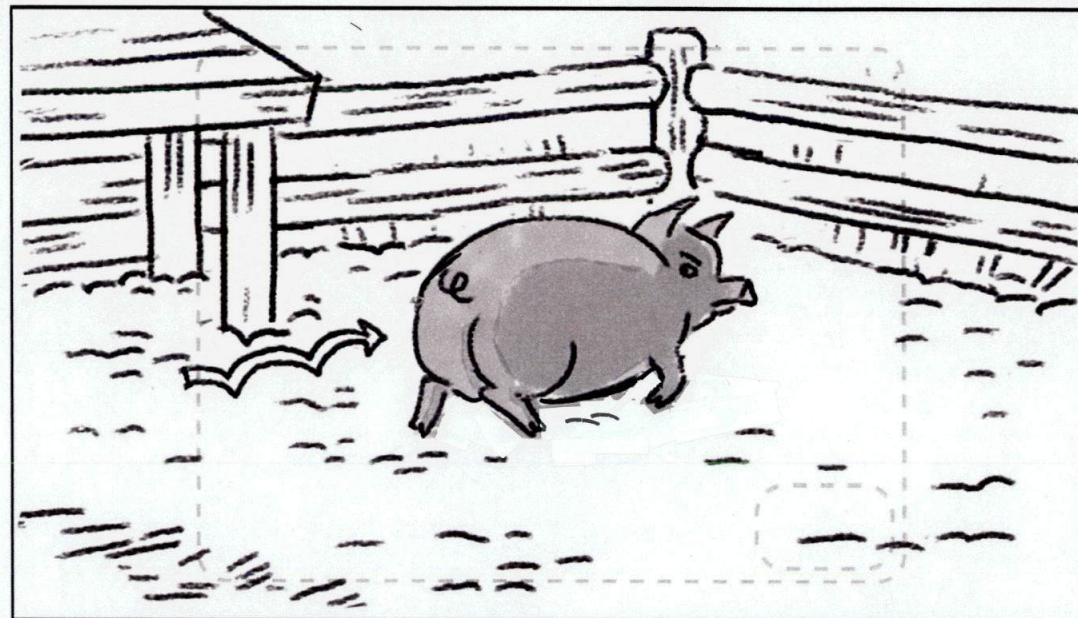


Sc. 146

Pnl. A

Bg.

day night



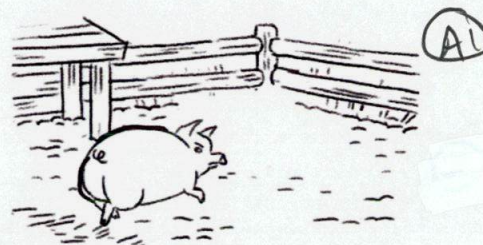
Dialog:

IK: (HUFF)

Action:

IK FLOPS, PANTING

Timing:



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ADVENTURE TIME



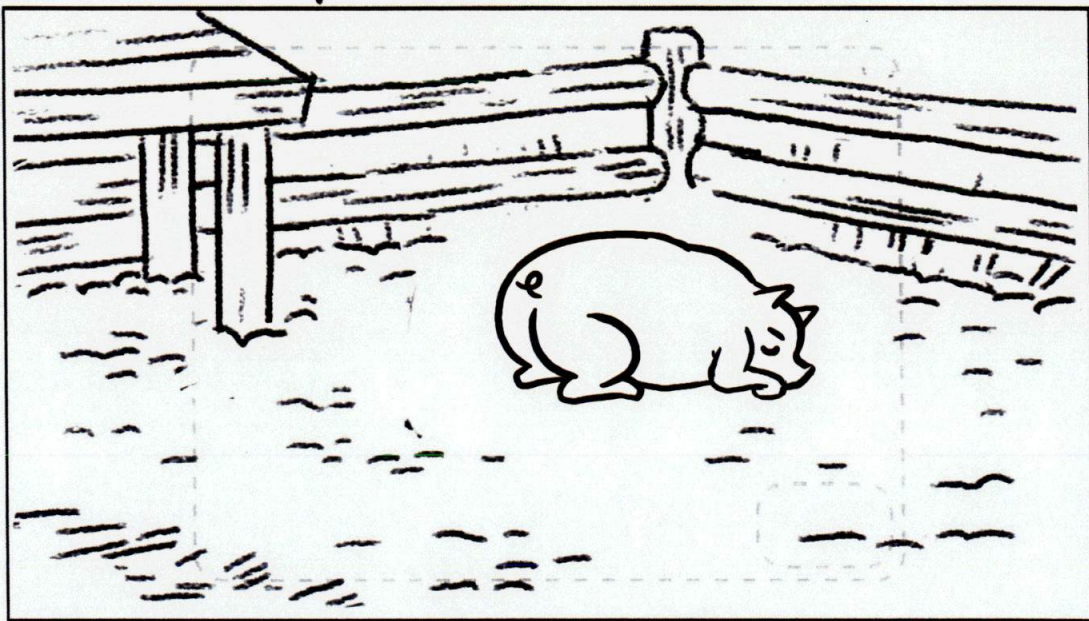
HO
cut

Page 210

Sc. 146 CONT Pnl. B

Bg.

day night

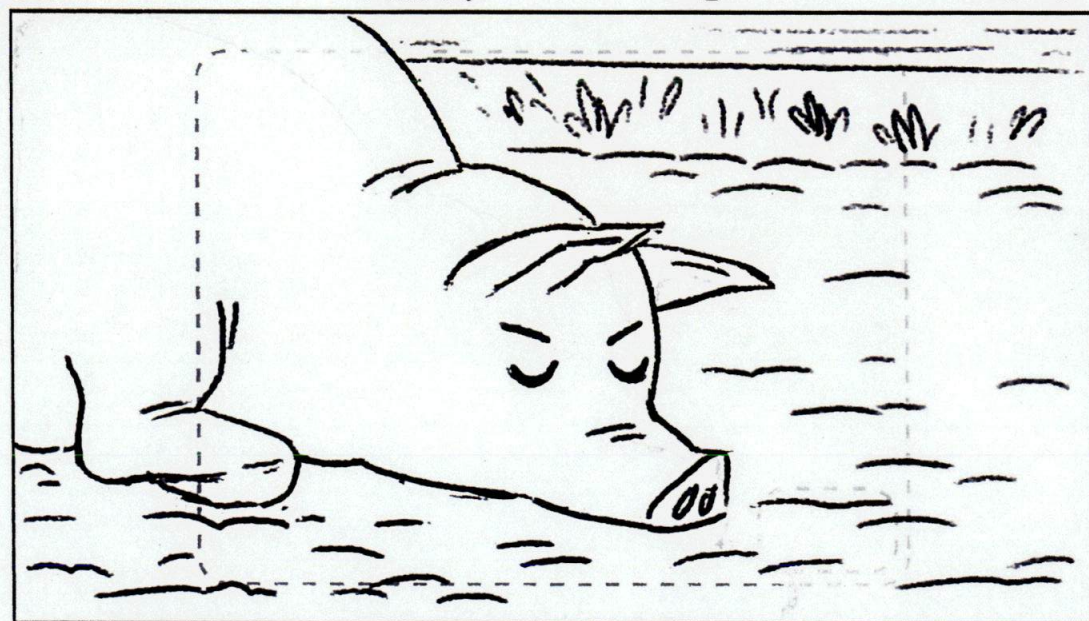


Sc. 147

Pnl. A

Bg.

day night



Dialog:	<u>PIG:</u> (Huff)	
Action:	- PIG FLOPS DOWN	BEAT
Timing:		

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1025/204D

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ADVENTURE TIME

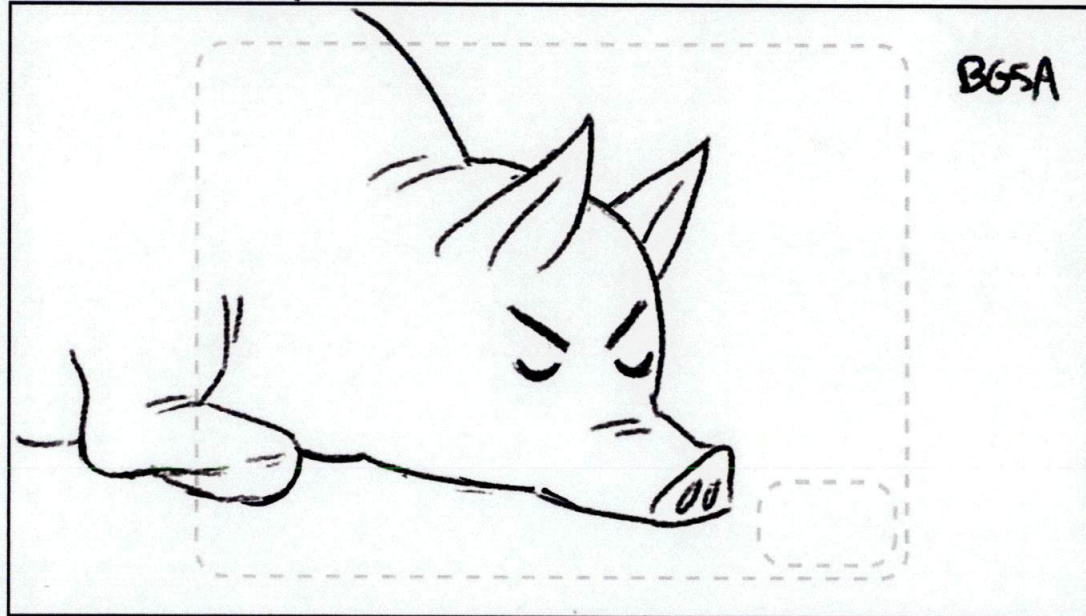


Page 211

Sc. 147 *cont* Pnl. B

Bg.

day night



Sc. 147 *cont* Pnl. C

Bg.

day night



Dialog:

SFX (OFFSCREEN LEFT):
PAP... PAP

SFX: PAP!
PIG: (GRUNT)

Action:

Timing:

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1025/204D

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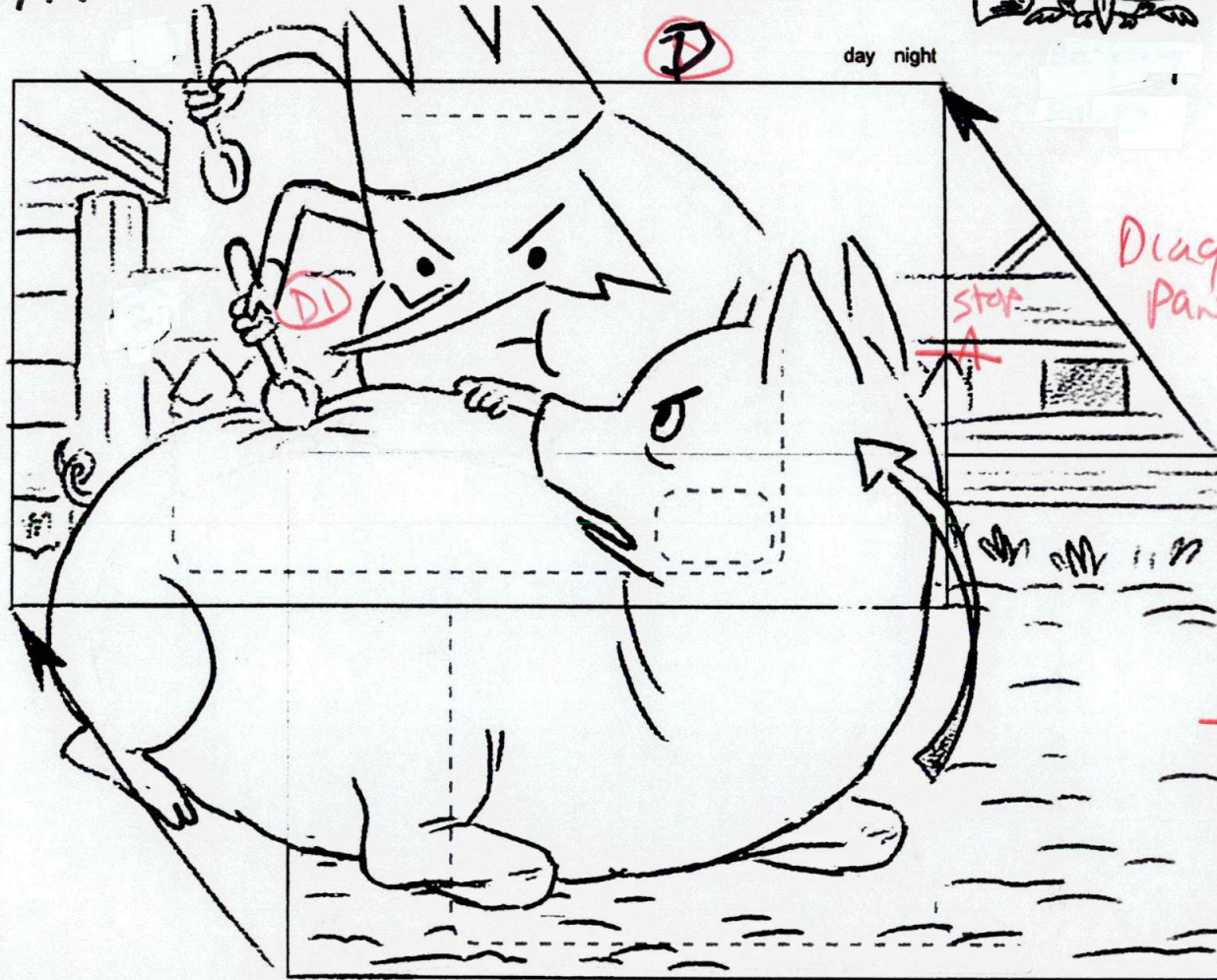
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Sc 147 CONT ADVENTURE TIME



HW
Cut

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Dialog:

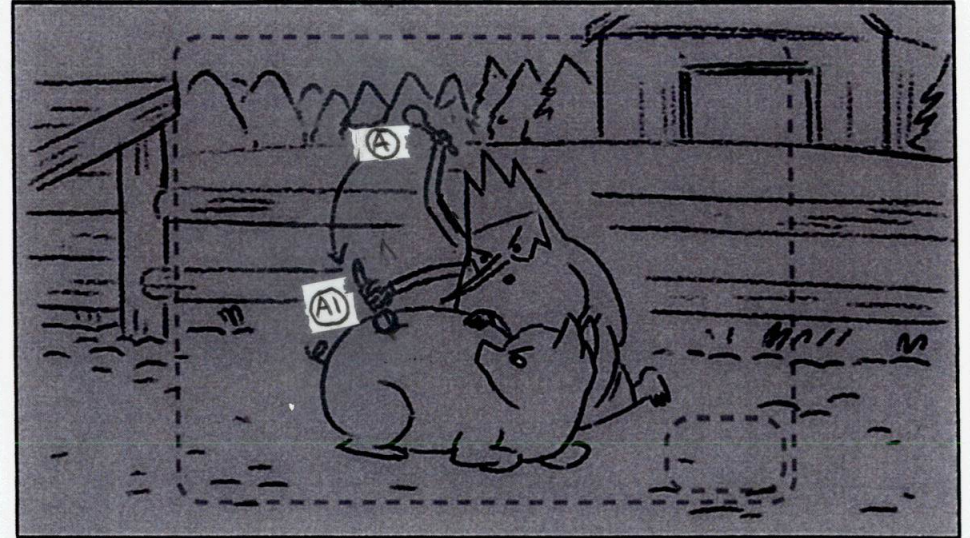
SFX. PAP ... PAP

Action:

PAN TO ICE KING PLUNGING
SPOON INTO FAT

Sc. 148

Panel A



Dialog:

IK: ALMOST...

SFX: PAP PAP

Action:

Timing:

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ADVENTURE TIME



Page 213

Sc. 148 *cont* Pnl. B

Bg.

day night



Sc. 148 *cont* Pnl. C

Bg.

day night



Dialog:

IK: HEY!!

Action:

PIG ROLLS, TAKES SPOON

Timing:



IK GRABS FACE,
TURNS PIG



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ADVENTURE TIME

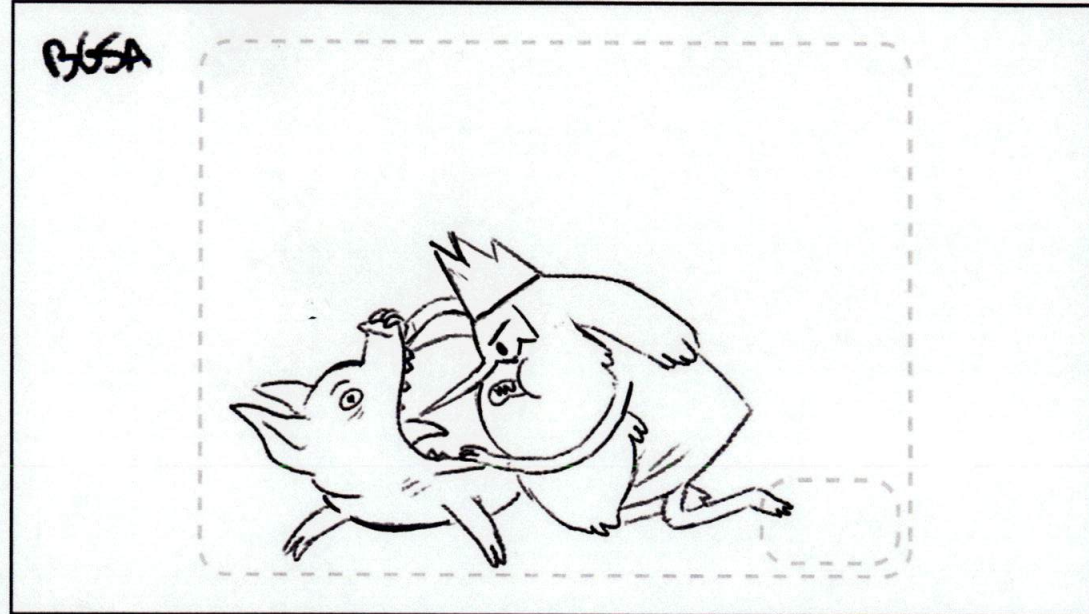


Page 214

Sc. 148 *CONT* Pnl. D

Bg.

day night

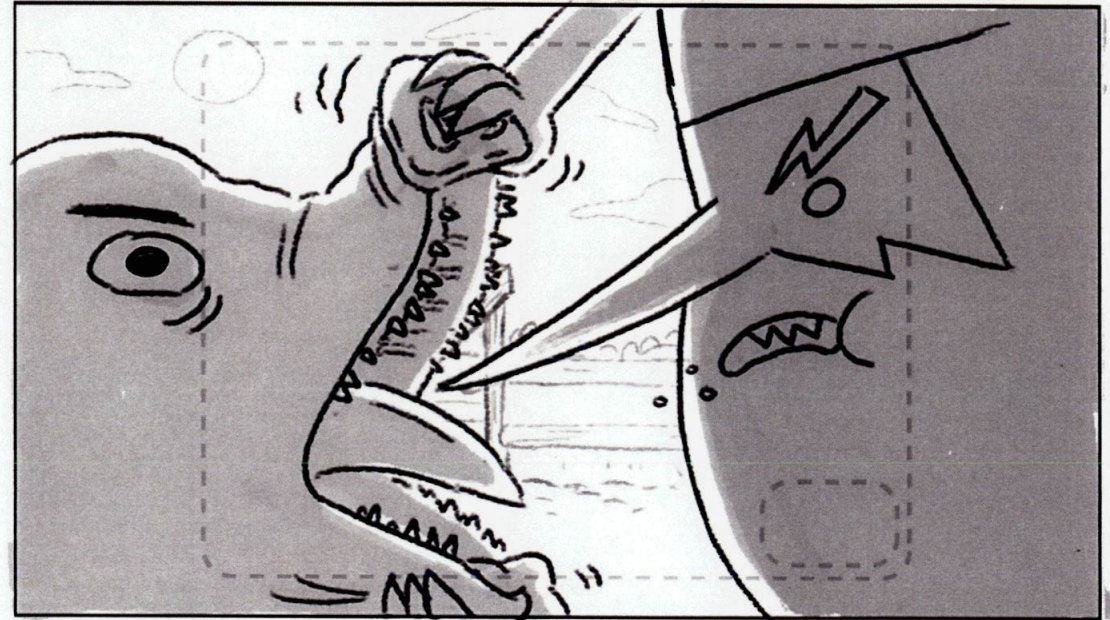


Sc. 149

Pnl. A

Bg.

day night



Dialog:

LK: COUGH IT UP !!!

IK: I KNOW THERE'S BACON IN THERE

Action:

- I K'S HANDS SHAKE

Timing:



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Production :

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1025/204D

ADVENTURE TIME



Ho Cut

Page 215

Sc. 149 *CONT* Pnl. B

Bg.

day night

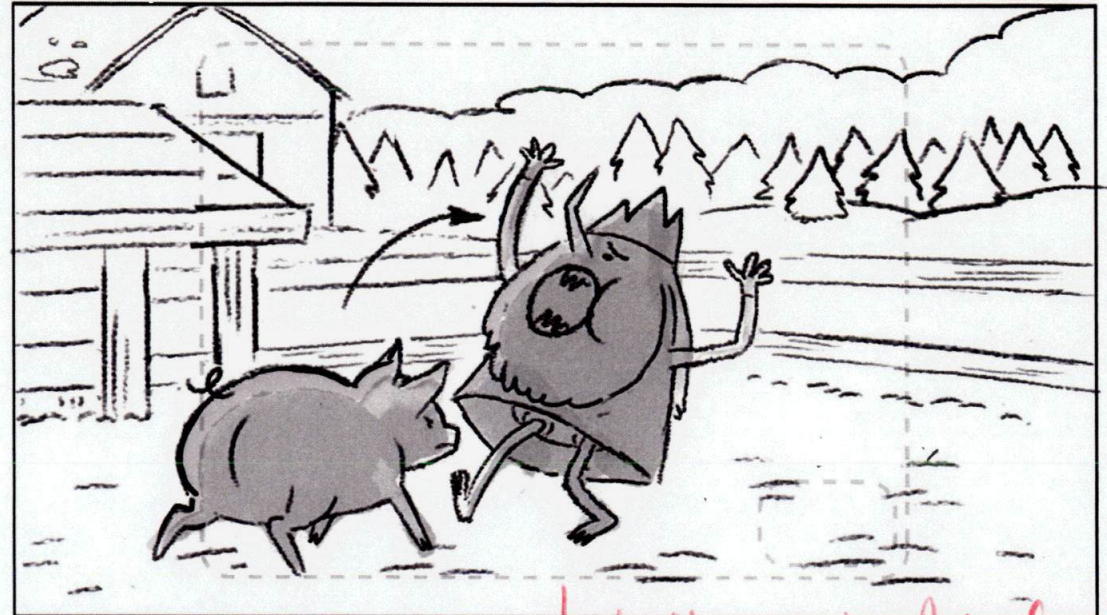


Sc. 150

Pnl. A

Bg.

day night



start pan w/ action

Dialog:

PIG: (SNORT)

IK: AAAAAAAAA—

IK: — AAAA!!

Action:

PIG CLAMPS MOUTH SHUT FORCEFULLY -
IK TREMBLES

IK PULLS AWAY / STEPS BACK

Timing:

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EPISODE #

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Production :

1025/2040

10 25 / 20 4 D

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ADVENTURE TIME

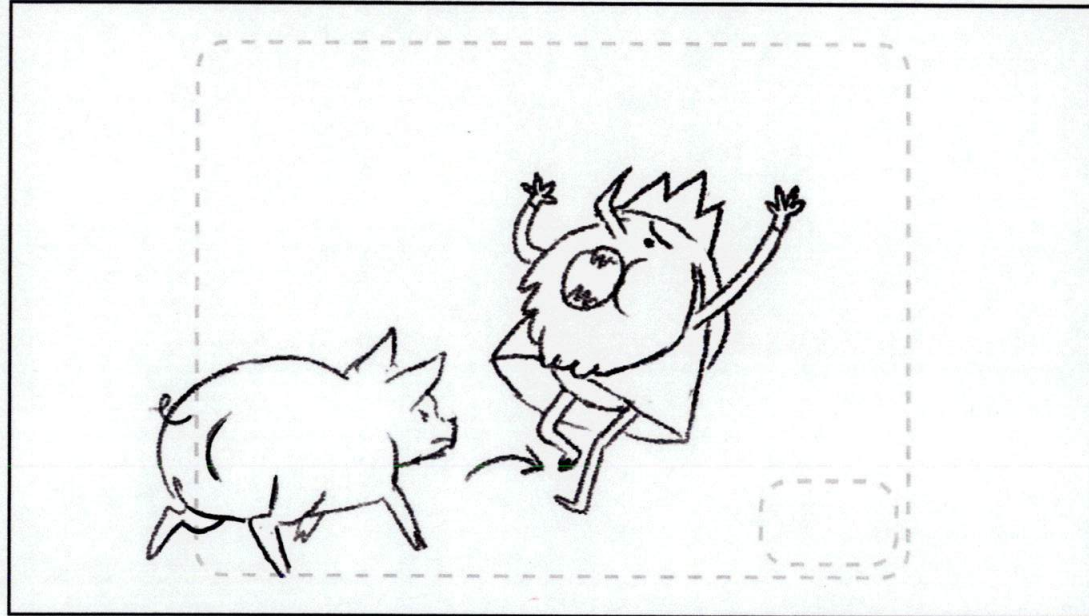


Page 216

Sc. 150 *CONT* Pnl. B

Bg.

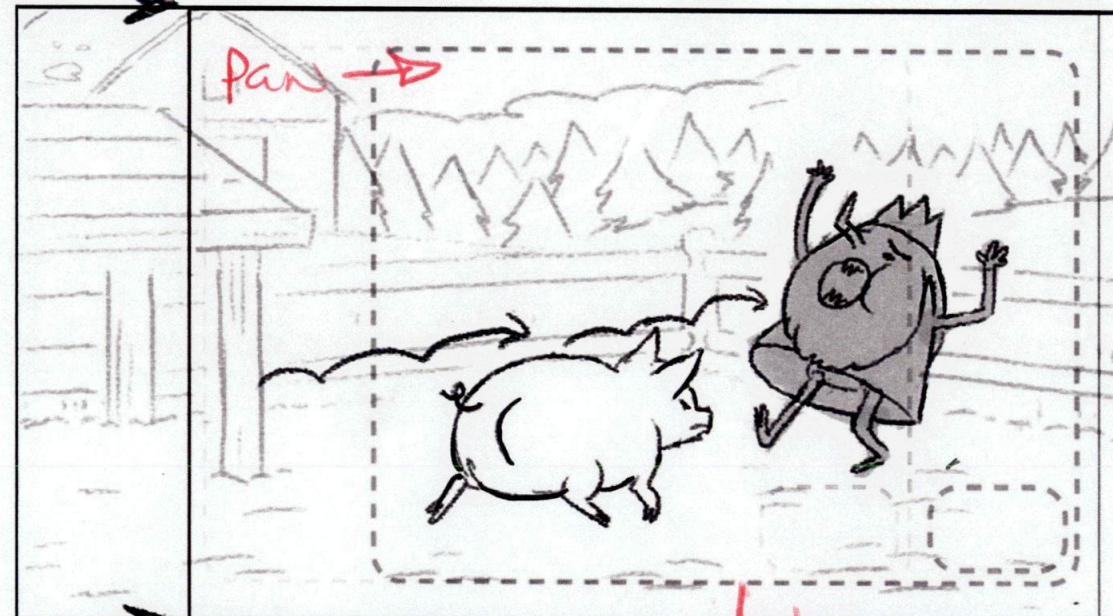
day night



Sc. 150 *CONT* Pnl. C

Bg.

day night



EPISODE #

Dialog:

IK: AAAAA

IK: -AAAA!!!

Action:

STEP

ADJ AS PIG APPROACHES IK

IK LOSES RIM

NOV 10 2014

Timing:

Production :

10 25 / 20 4 D

10 25 - 20 4 D

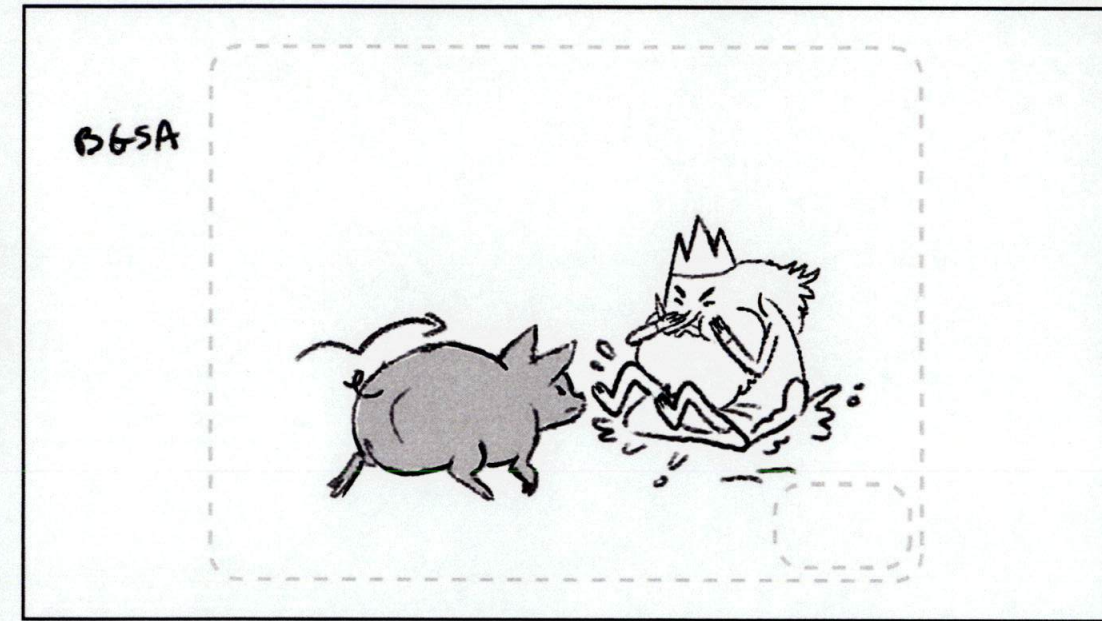
10 25 / 20 4 D

ADVENTURE TIME

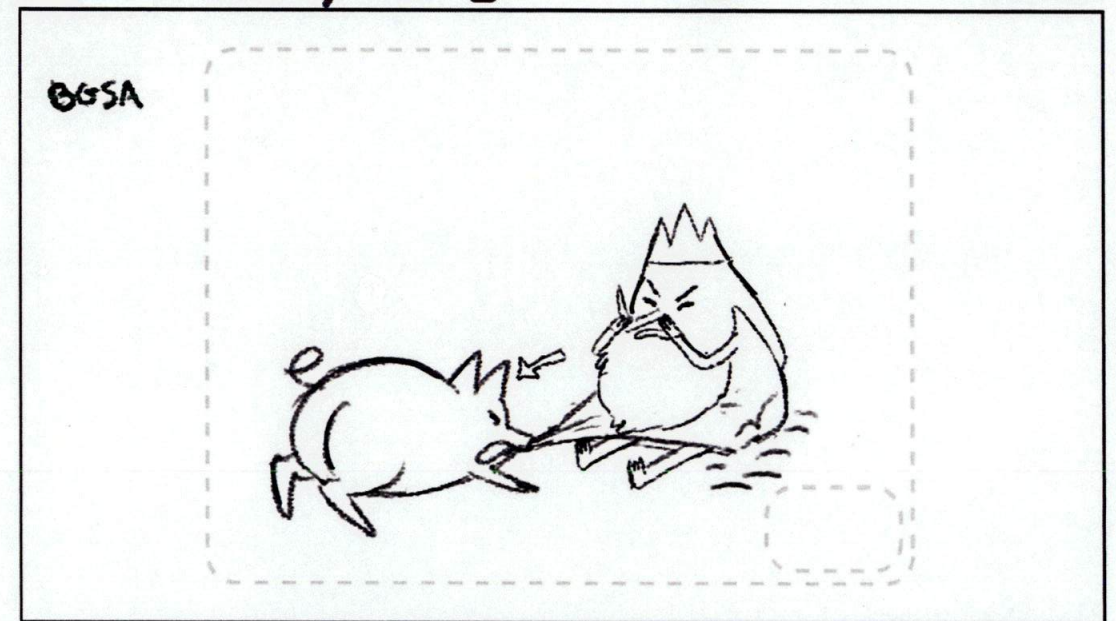


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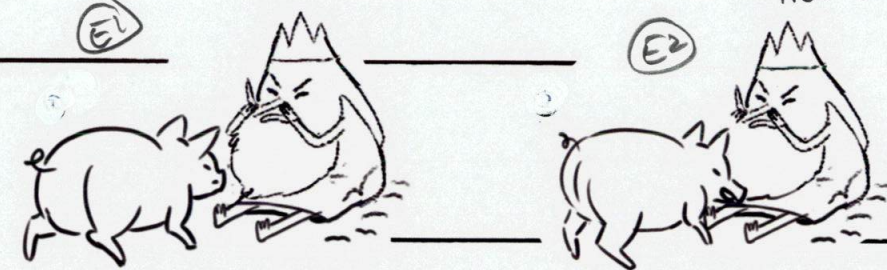
Sc. 150 CONT Pnl. D Bg. day night



Sc. 150 CONT Pnl. E Bg. day night



<p>Dialog:</p> <p>IK: OOF!</p> <p>SFX: SQUISH!</p>	<p>IK: Ah!</p> <p>SFX: *tearing fabric*</p>
<p>Action:</p> <p>-IK FALLS INTO MUD - SFX IS WETTISH</p> <p>PIG LOSES RIM</p>	<p>-PIG PULLS ROBE</p> <p>NOV 10 2014</p>
<p>Timing:</p>	<p>(E1) (E2)</p>



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Production :

1025/2040

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ADVENTURE TIME



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Sc. 150 *CONT* Pnl. F

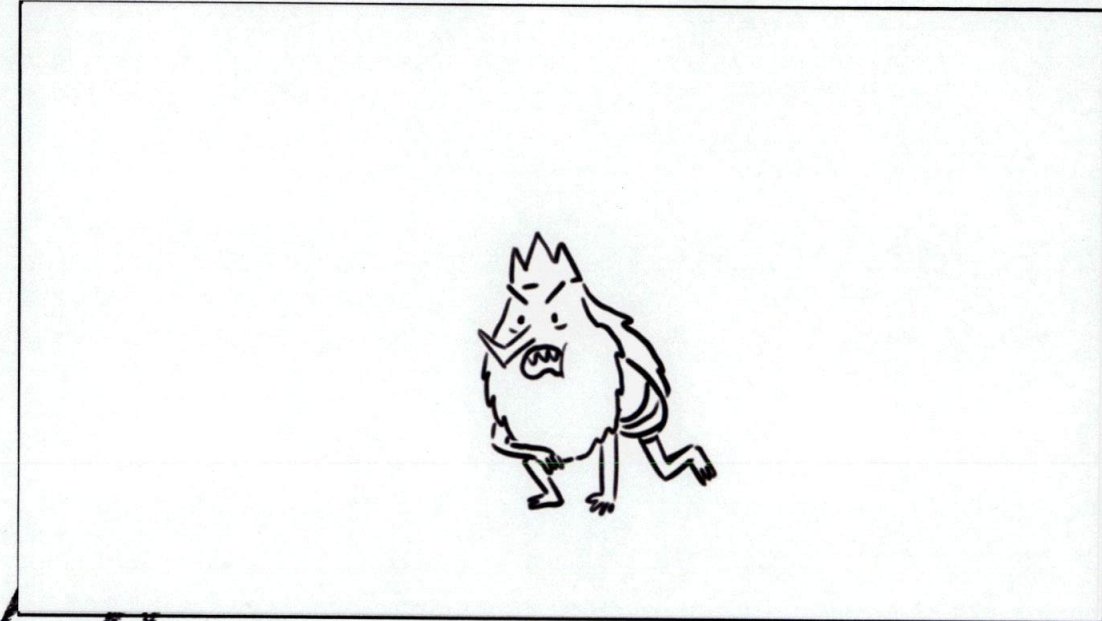
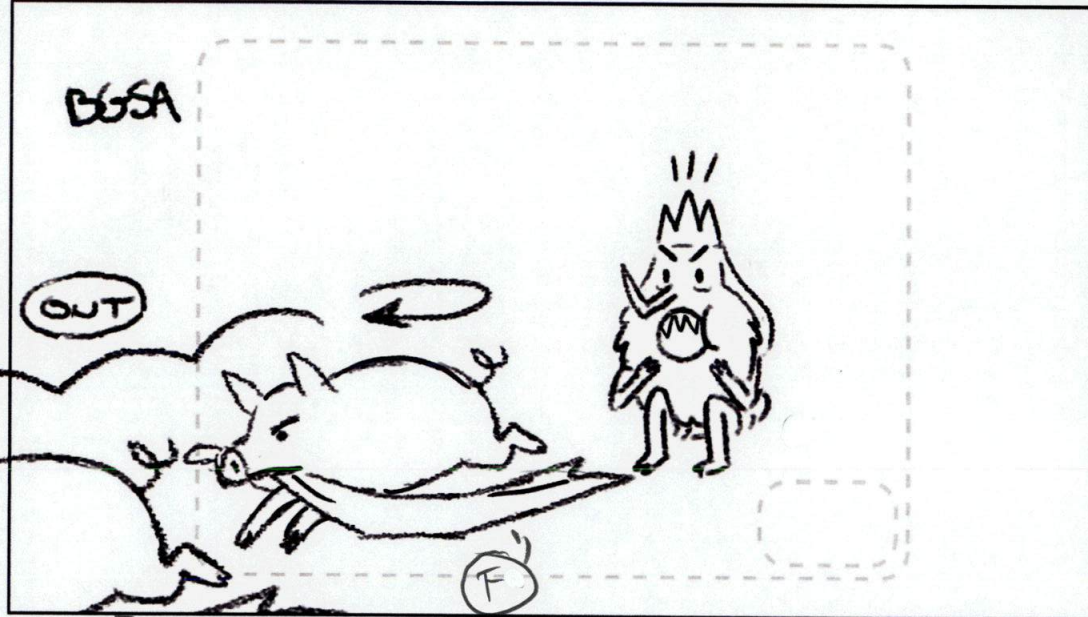
Bg.

day night

Sc. 150 *CONT* Pnl. G

Bg.

day night



Dialog:

(F1)

IK: (GASP)

SFX:

IK: YOU DISRESPECTFUL -

SFX: ZZT

Action: - PIG RIPS OFF TUNIC AND RUNS OFF.

Timing:



NOV 10 2014

Production :

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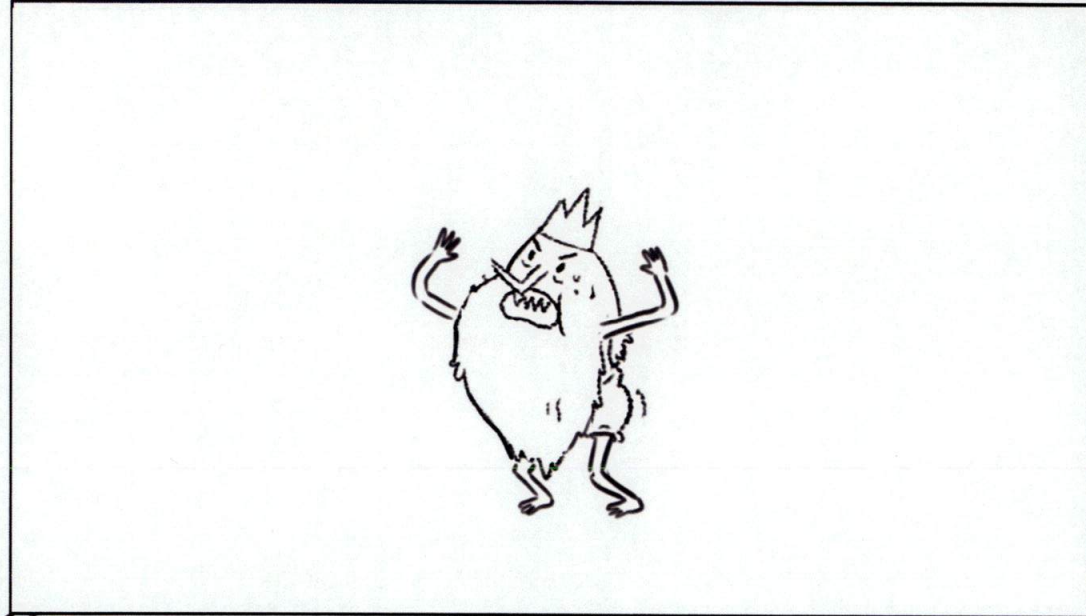
1025/204D

ADVENTURE TIME

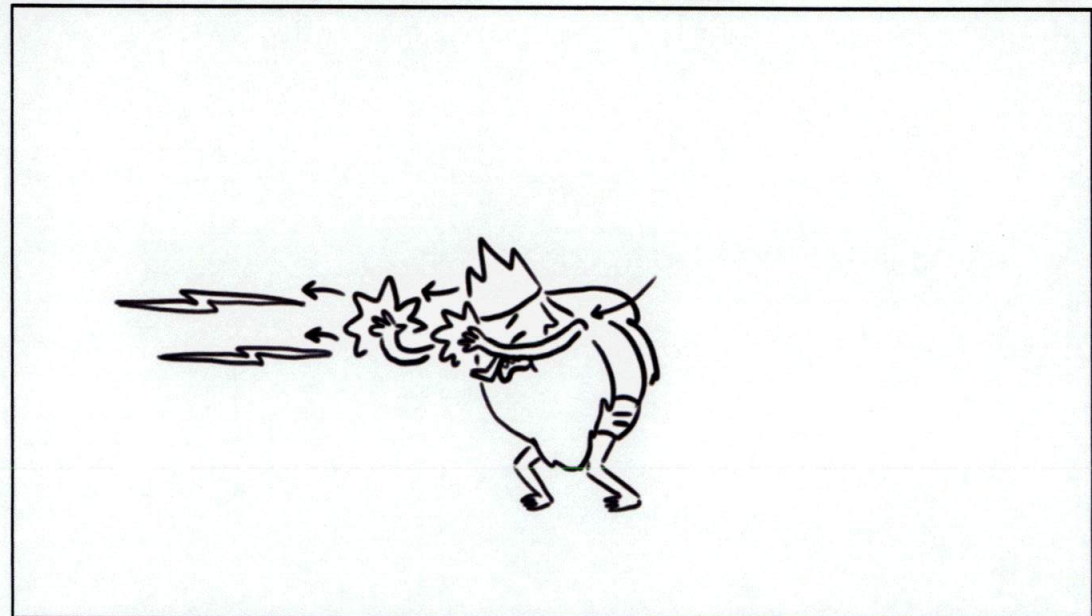


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Sc. 150 cont Pnl. H Bg. day night



Sc. 150 cont Pnl. I Bg. day night



Dialog:

(WEAK, TIRED)
IK: BAG OF ... MEAT!

Action:

- IK WEAKLY STANDS

Timing:

REV 1 0 2014

Production :

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1025/204D

1025/204D

1025/204D

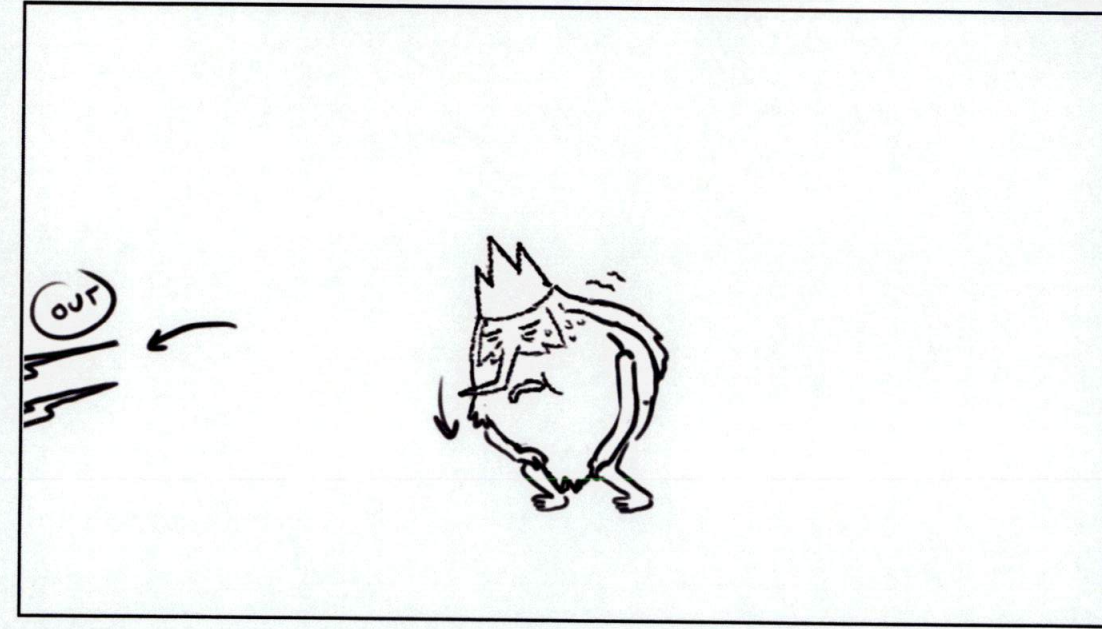
1025/204D

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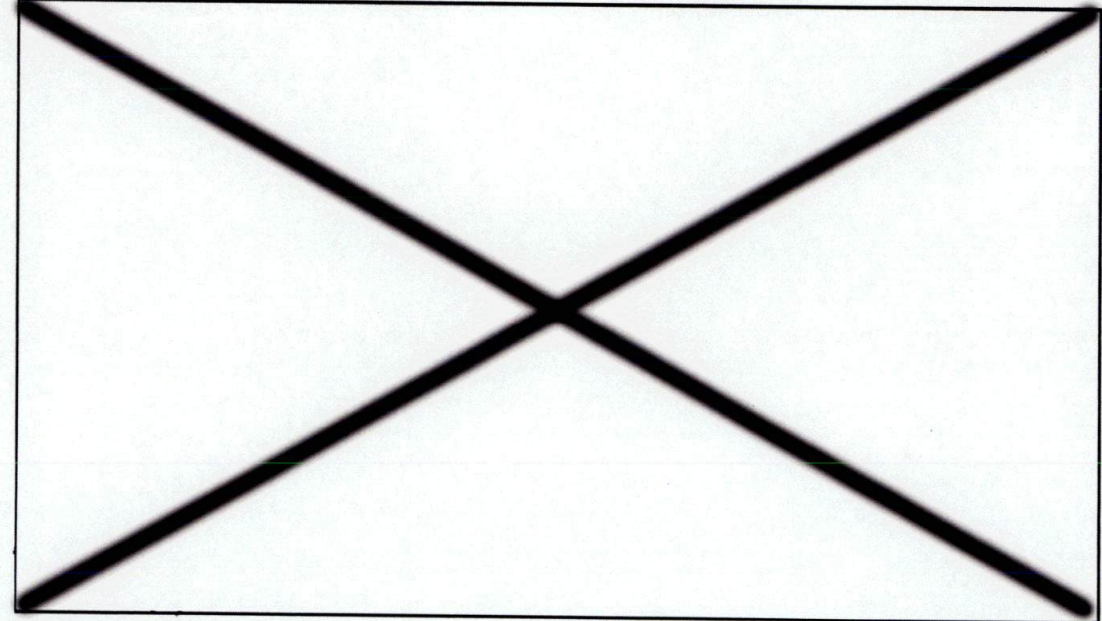
ADVENTURE TIME



Sc. 150 cont Pnl. 3 Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	
Timing:	

NOV 10 2014

EPISODE #

Production :

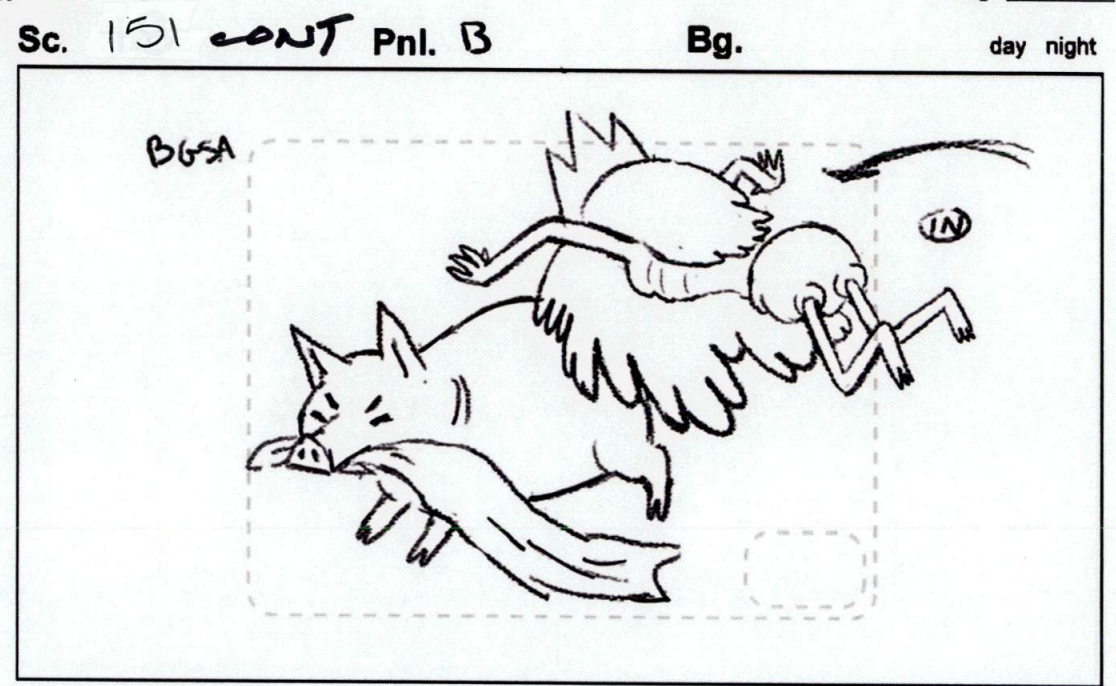
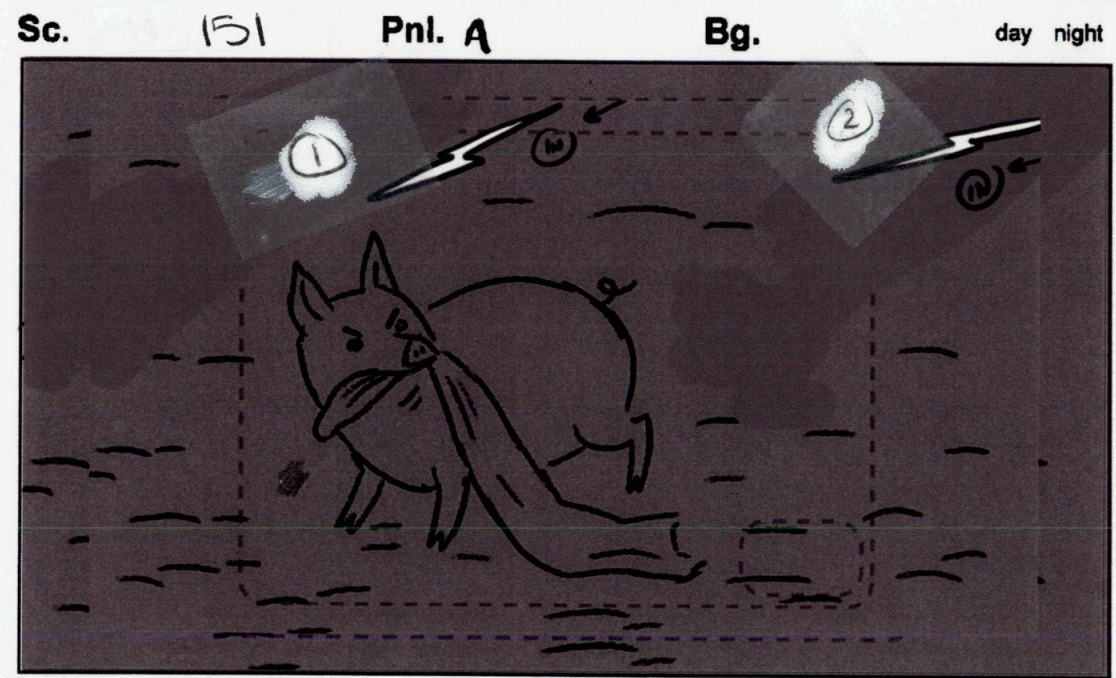
1025/204D
1025-204D


1025/204D

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ADVENTURE TIME



Dialog:	<u>IK</u> : (WEAK BATTLE CRY) AAH...	
Action:	- A FEW BOLTS MISS PIG	
Timing:		<p>- IK LEAPS ON/S.</p> <p>NOV 10 2014</p>

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Production :

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ADVENTURE TIME

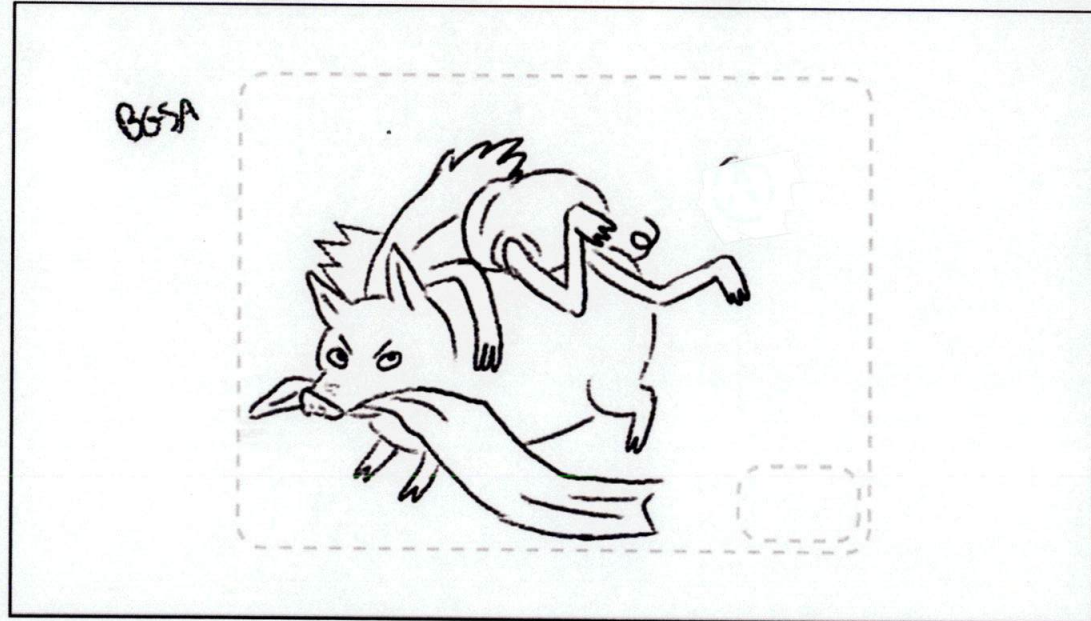


Page 222

Sc. 151 ONT Pnl. C

Bg.

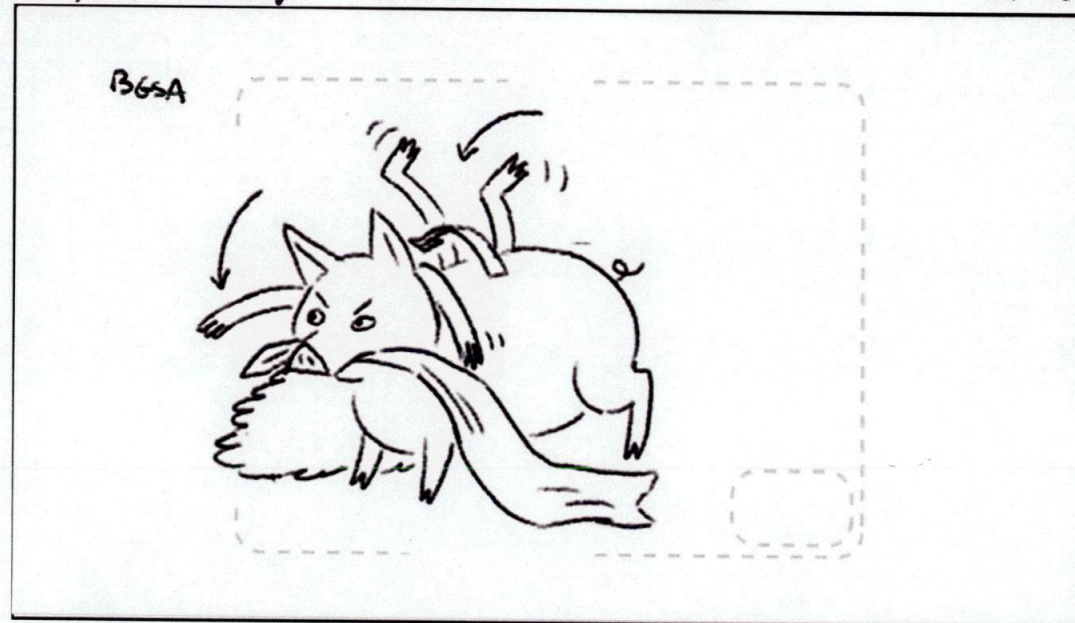
day night



Sc. 151 ONT Pnl. D

Bg.

day night



Dialog:

IG: (SNORT)

Action:

HOLD ON _ BEFORE
KICKY CYCLE

Timing:



IK: UNNNGH

PIG STANDS STRAIGHTER IK SLIDES OFF

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Production :

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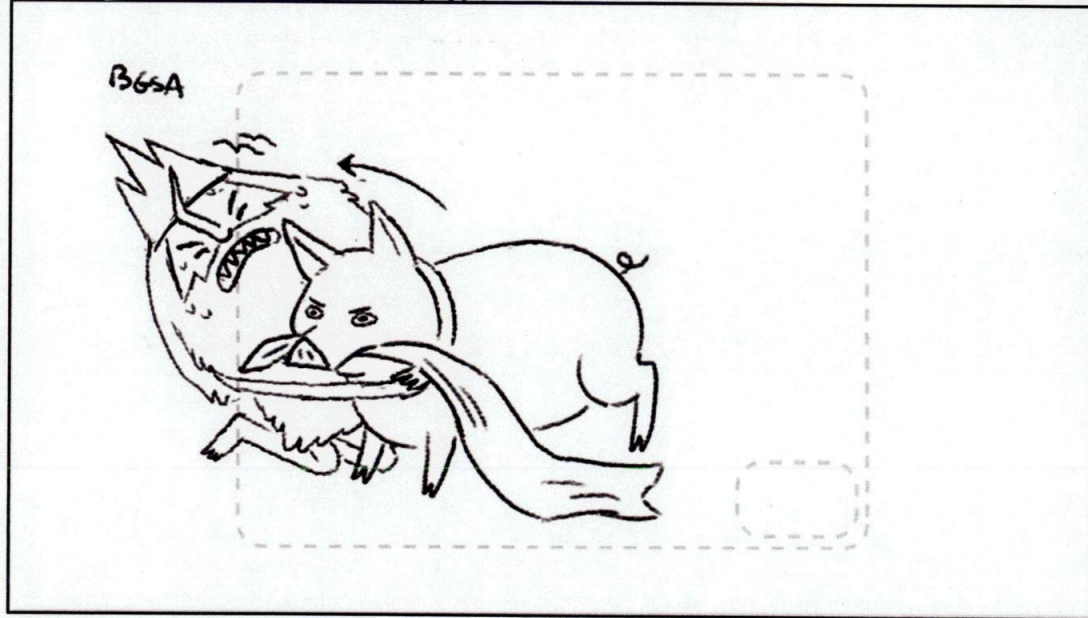
1025/204D

ADVENTURE TIME

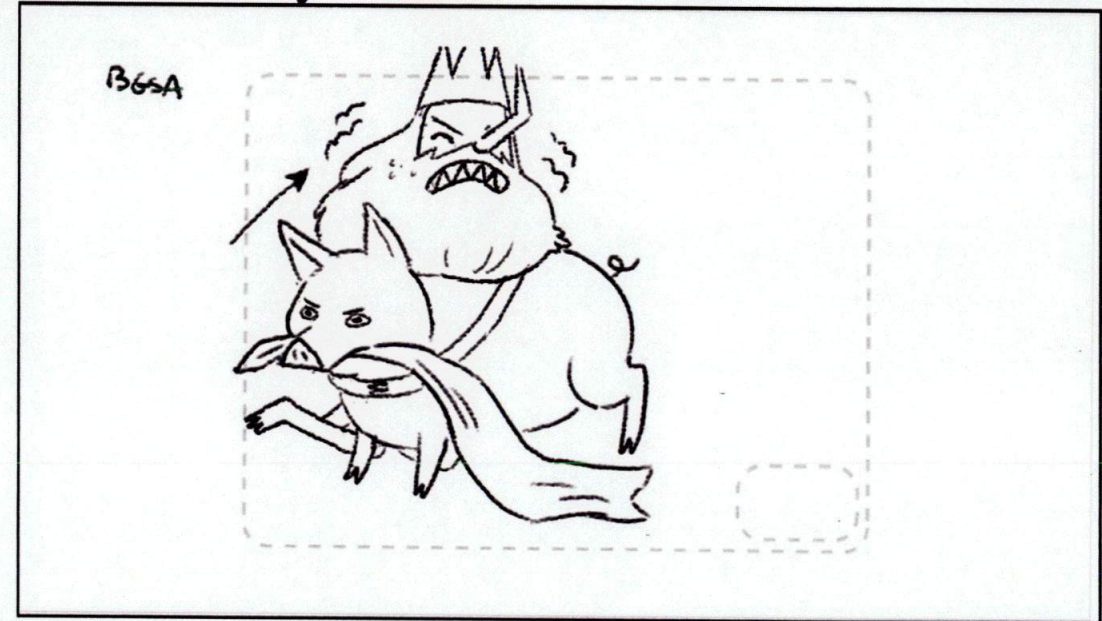


Page 223

Sc. 151 *CONT* Pnl. ^E Bg. day night

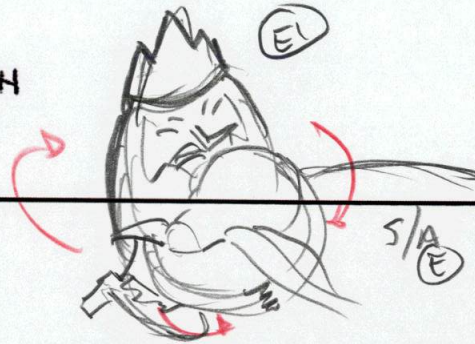


Sc. 151 *CONT* Pnl. ^F Bg. day night



Dialog:

IK: HNNNNGH



Action:

S/A ^E

Timing:

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ADVENTURE TIME

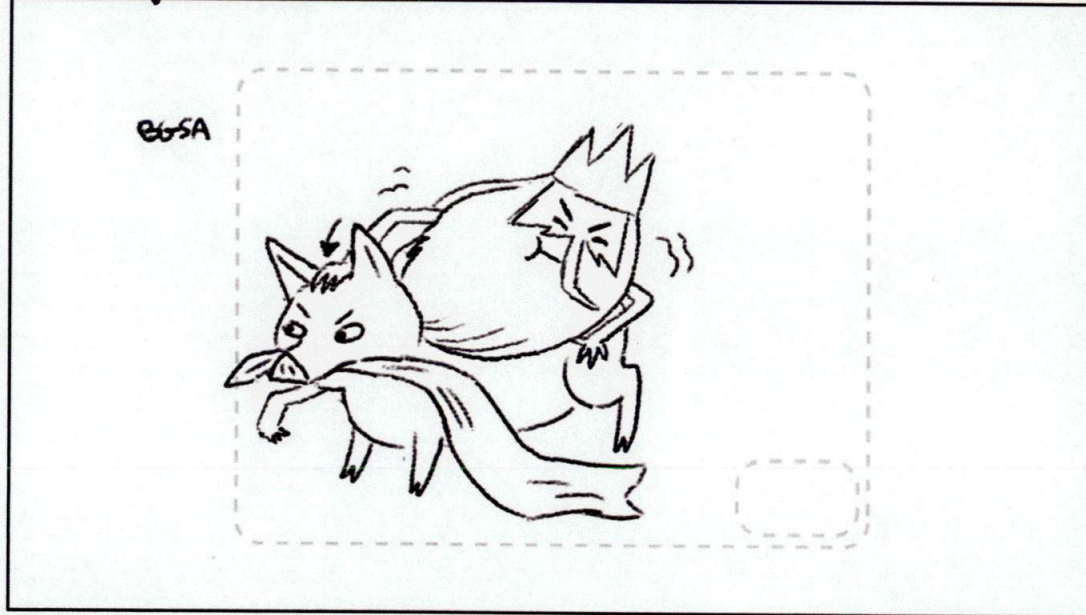


Page 224

Sc. 151 cont Pnl. G

Bg.

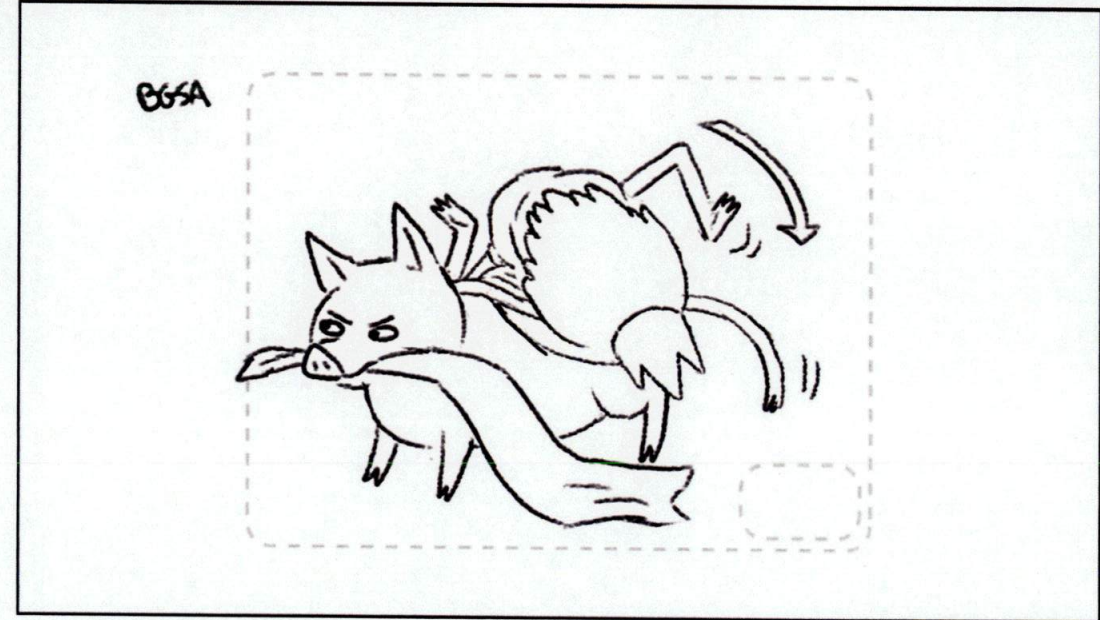
day night



Sc. 151 cont Pnl. H

Bg.

day night



Dialog:

IK: HMMM FF !!

IK: (FEEBLE GRUNTING)

Action:

IK puts hand on pig's head

- IK

STRUGGLES

NOV 10 2014

Timing:

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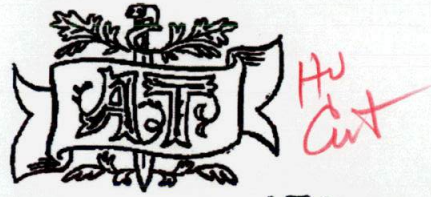
1025/204D

Production :

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ADVENTURE TIME



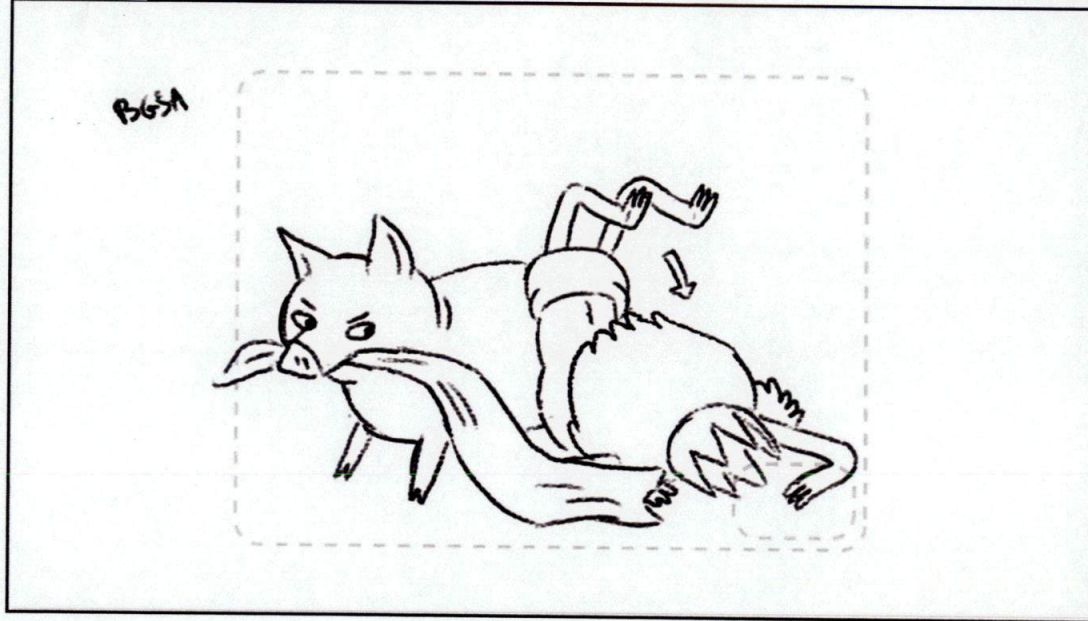
Page 225

Sc. 151 cont

Pnl. I

Bg.

day night

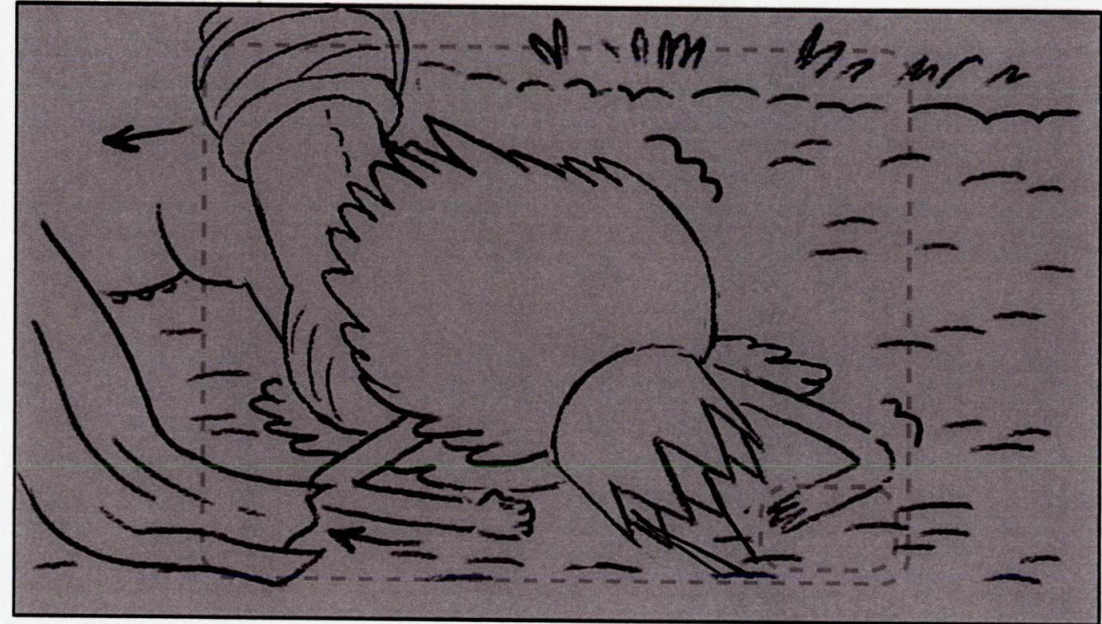


Sc. 152

Pnl. A

Bg.

day night



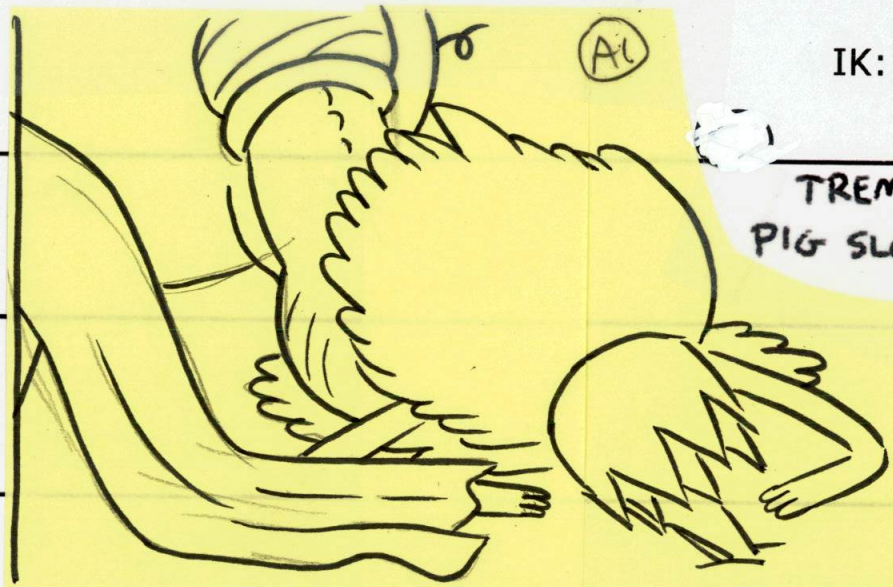
Dialog:

IK: OOF
SFX: (SQUISH)

Action:

- IK FALLS SLOWLY, SOFTLY

Timing:



IK: AAAAAH...

TREMLES
PIG SLOWLY WALKS OUT

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Production :

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1025/204D

ADVENTURE TIME

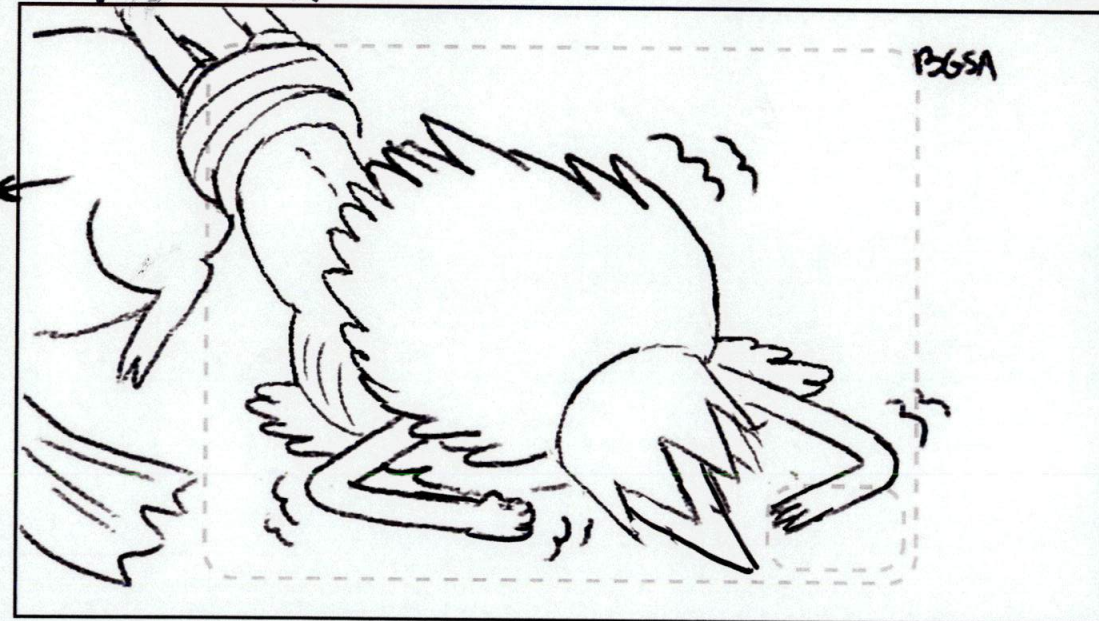


Page 226

Sc. 152 CONT Pnl. B

Bg.

day night



Sc. 152 CONT Pnl. C

Bg.

day night



Dialog:

IK: AAAH...

SFX: (SOFT PLOP)

IK: AAAAAHHH!!!

Action:

TREMBLING INTENSIFIES -
LOWER BODY SLIDES DOWN AS PIG
WALKS OUT

LOWER BODY FALLS

NOV 10 2014

Timing:

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1025/204D

ADVENTURE TIME



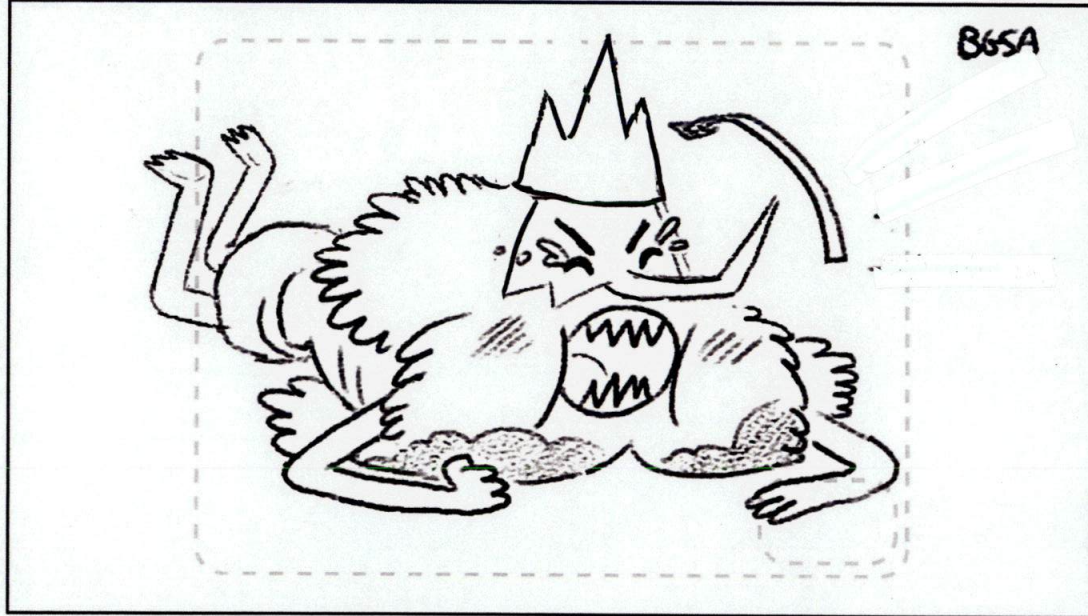
HO
cut

Page 227

Sc. 152 *cont* Pnl. D

Bg.

day night



Sc. 153

Pnl. A

Bg.

day night



Dialog:

IK: (PATHETIC BAWLING)
I'M SO HUNGRY AND FILTHY

IK : And nuuuuu-

Action:

FROM THIS POINT ON, IK'S BEARD IS MUDDY

PIG SLOWLY SAUNTERS



Timing:

NOV 10 2014

EPISODE #

1025-204D

Production :

1025/204D

1025/204D

ADVENTURE TIME

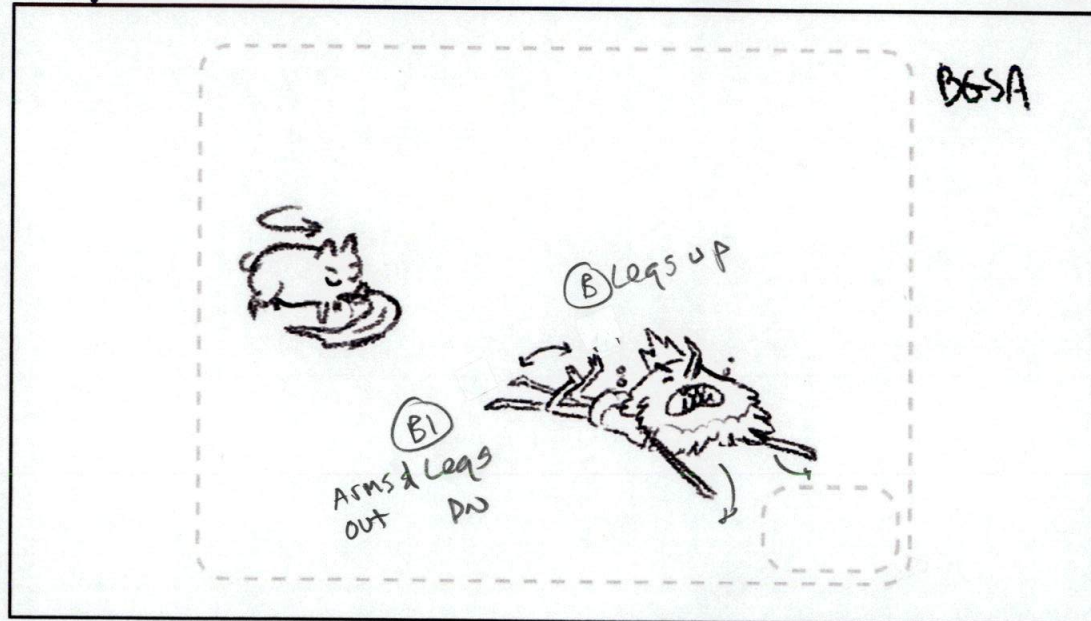


Page 228

Sc. 153 cont Pnl. B

Bg.

day night



Sc. 154

Pnl. A

Bg.

day night



Dialog:

IK: -uuude! (con't)

IK — (SHARP INHALE)

IK (o/s): The famine in my gut...

Action:

KICKS FEET AB 3X

LUT TO MARIELINE, FLOATING SLOWLY,
CARRYING 2 CANVAS GROCERY BAGS.

NOV 10 2014

Timing:

EPISODE # 1025-204D

1025/204D

Production :

1025/204D

1025/204D

1025/204D

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ADVENTURE TIME



Cut

Sc. 154 *CONT* Pnl. B Bg. day night



Sc. 154 *CONT* Pnl. C Bg. day night



Dialog:	<u>IK:</u> (DISTANT, BARELY AUDIBLE): -compares only to that of...	
Action:	SHE PAUSES	
Timing:	<div><p>BAG HAS GRAPHIC OF OOO ON IT</p><p>HOT SAUCE</p><p>BEETS</p><p>TOMATOES</p><p>MARCY'S SHOPPING BAGS SHOULD BE FULL OF RED STUFF</p><p>RED PEPPERS</p></div> <div>MARCY TURNS TO ICE KINGDOM NOV 1 @ 2011</div>	

EPISODE # 1025-204D

1025/204D

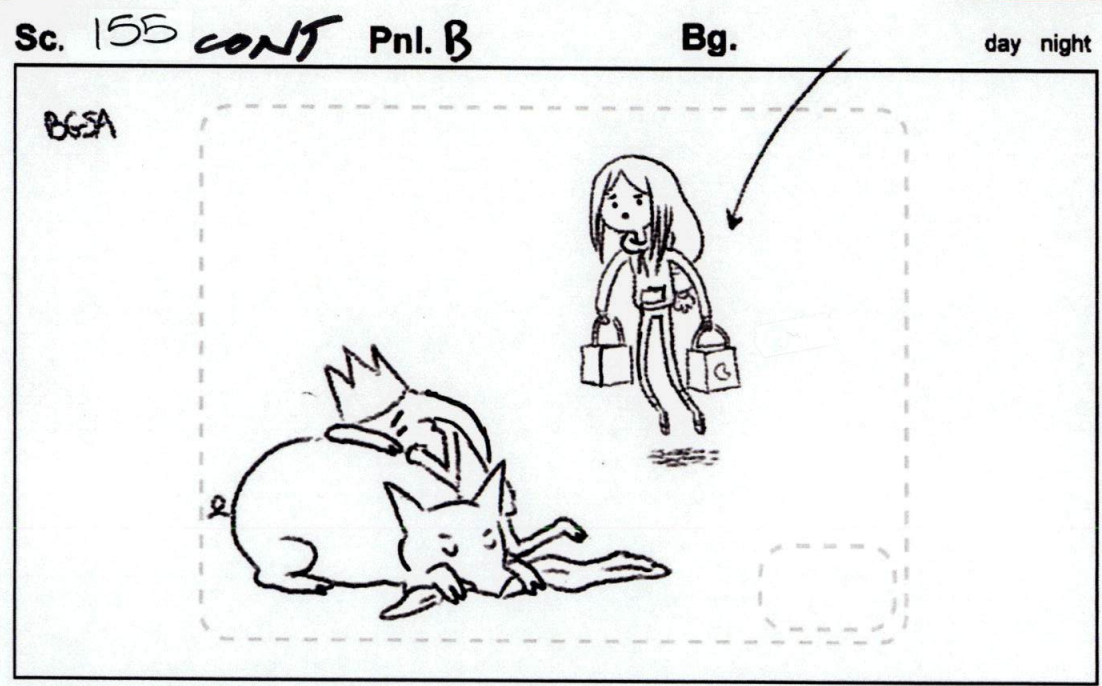
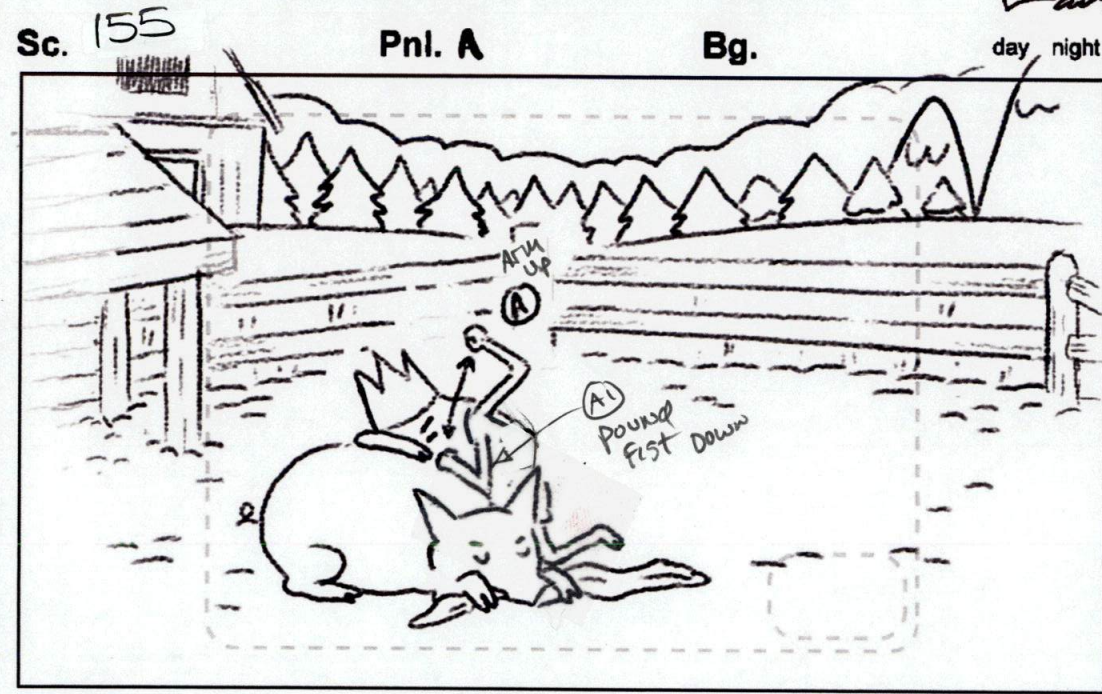
Production :

1025/204D

1025/204D

Cut

ADVENTURE TIME



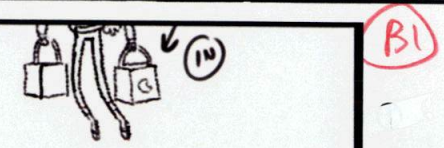
hu
act

1025-204D

EPISODE #

1025/204D

Dialog:	IK: MY HEART!!!	MARCELINE: HEY, SIMON - YOU OK?
Action:	-IK BAWLS INTO SLEEPING PIG- WEAKLY SLAMS FIST AB2X	
Timing:	NOV 10 2014	



Production :

1025/204D

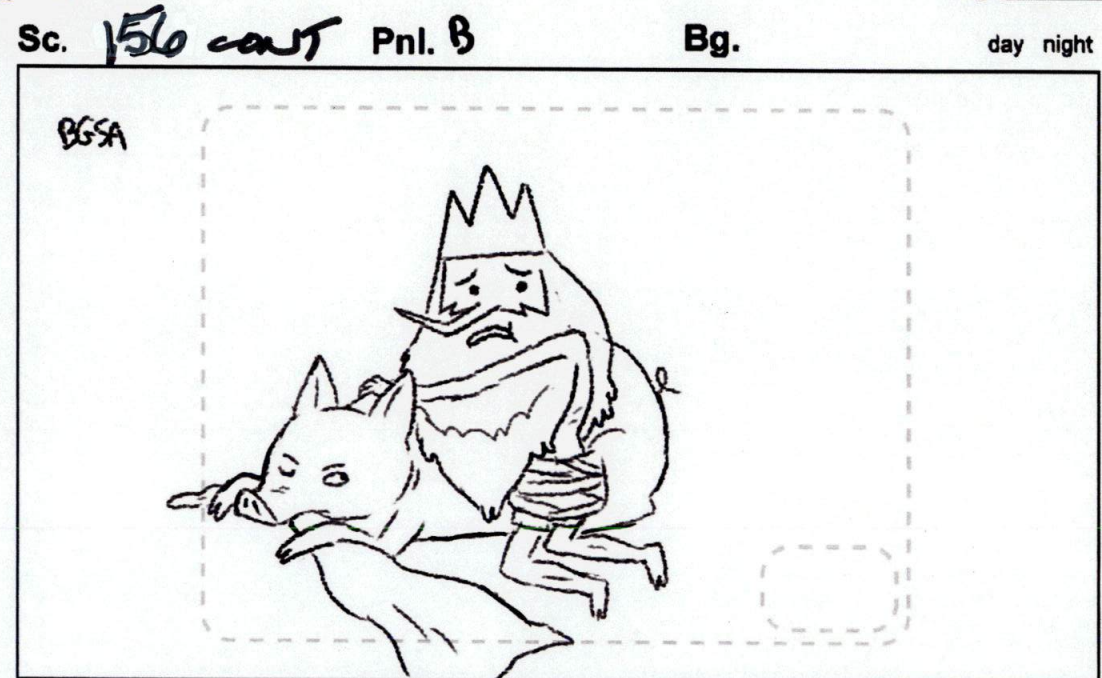
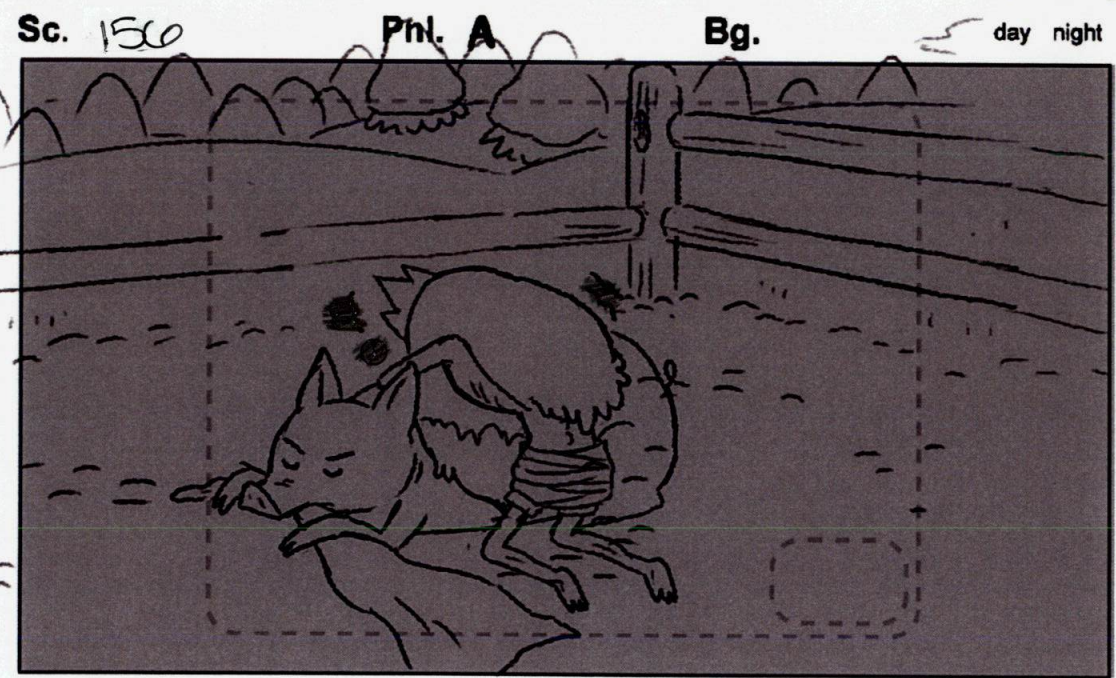
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1025/204D

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HO
CUT

ADVENTURE TIME



Dialog:	<u>IK:</u> (SNOTTY SNIFF)	<u>IK:</u> OH IT'S YOU, MARCELINE.
Action:	-IK LOOKS UP	
Timing:		NOV 10 2011

EPISODE # 1025-204D

1025/204D

Production :

1025/204D

ADVENTURE TIME

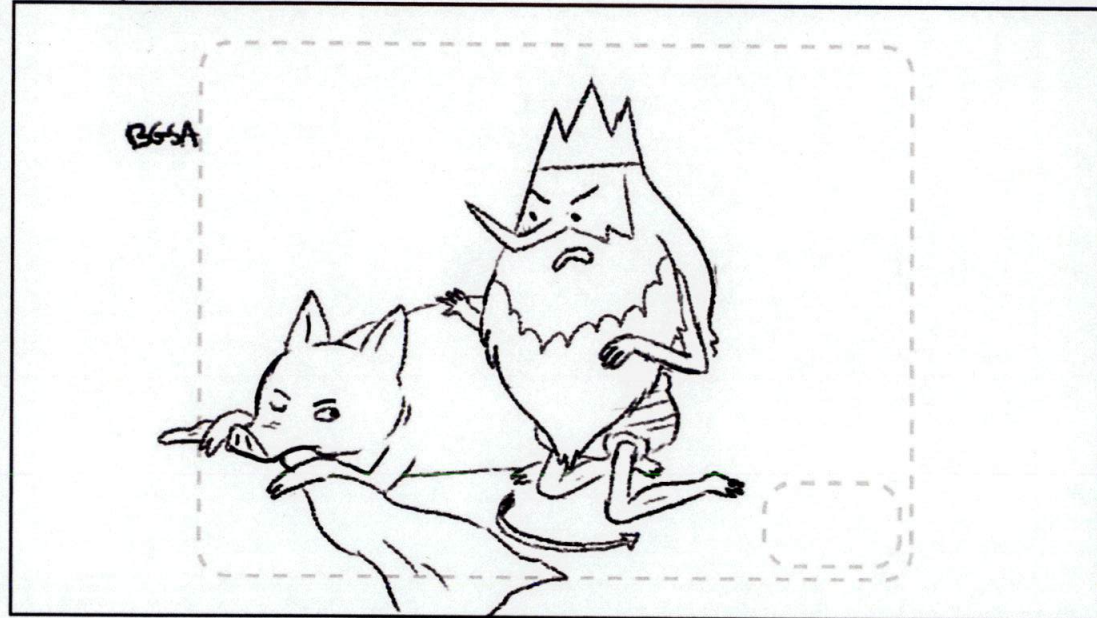


Page 232

Sc. 156 cont Pnl. C

Bg.

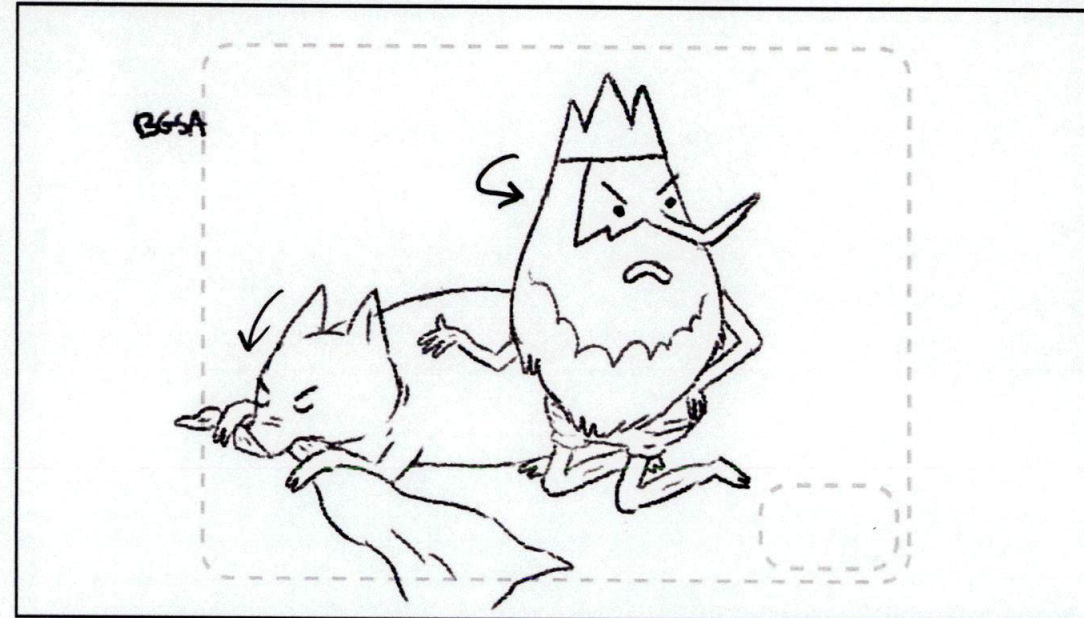
day night



Sc. 156 cont Pnl. D

Bg.

day night



Dialog:

IK: IT'S THIS DARN MEAT!!
(SNOTTY WIPE - BG)

IK: IT KEEPS NOT LETTING ME EAT IT!
FIG: (SNORT)

Action:

Timing:

NOV 10 2014

Production :

EPISODE #

1025-204D

1025/204D

1025/204D

1025/204D

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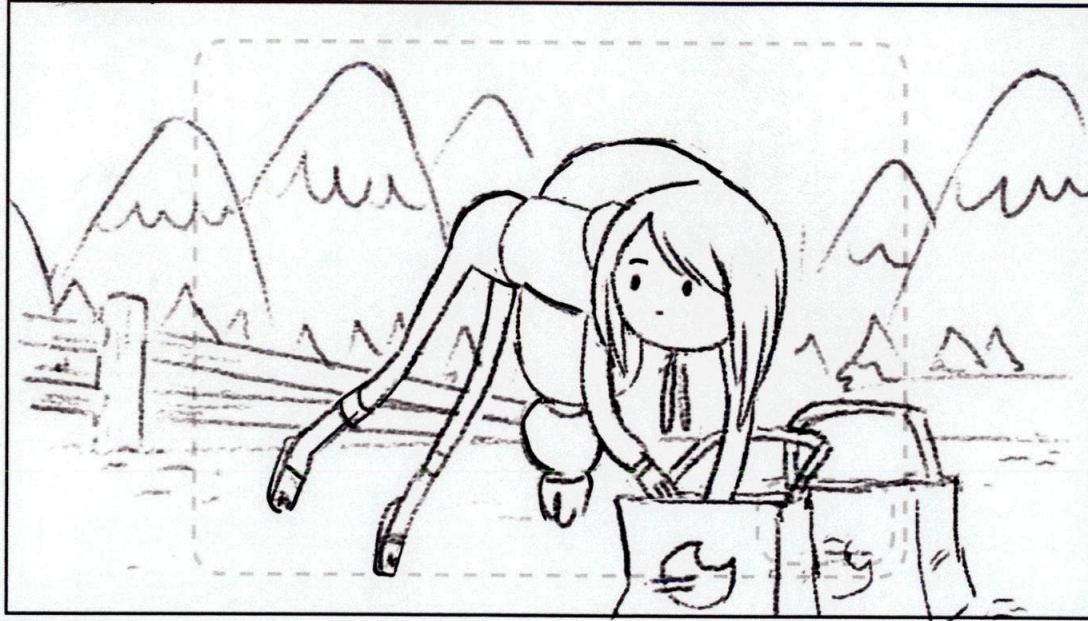
1025/204D

Cut

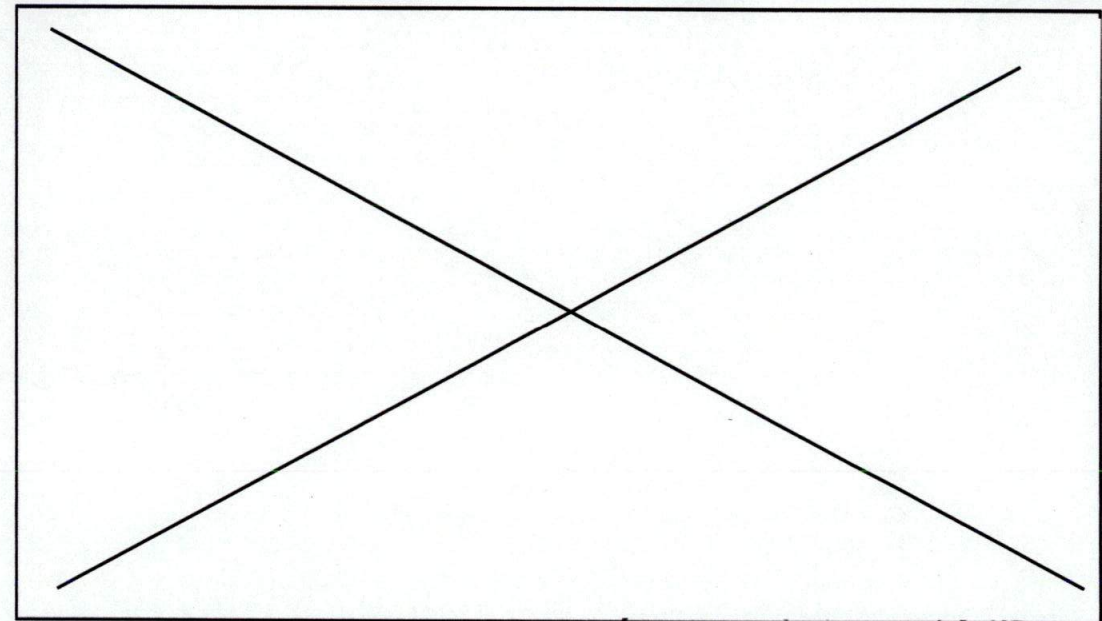
ADVENTURE TIME



Sc. 157 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action: — MARCY LISTENS CAREFULLY	
Timing:	

NOV 10 2011

Production :

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ADVENTURE TIME



Page 234

Sc. 157 CONT

Pnl. B

Bg.

day night

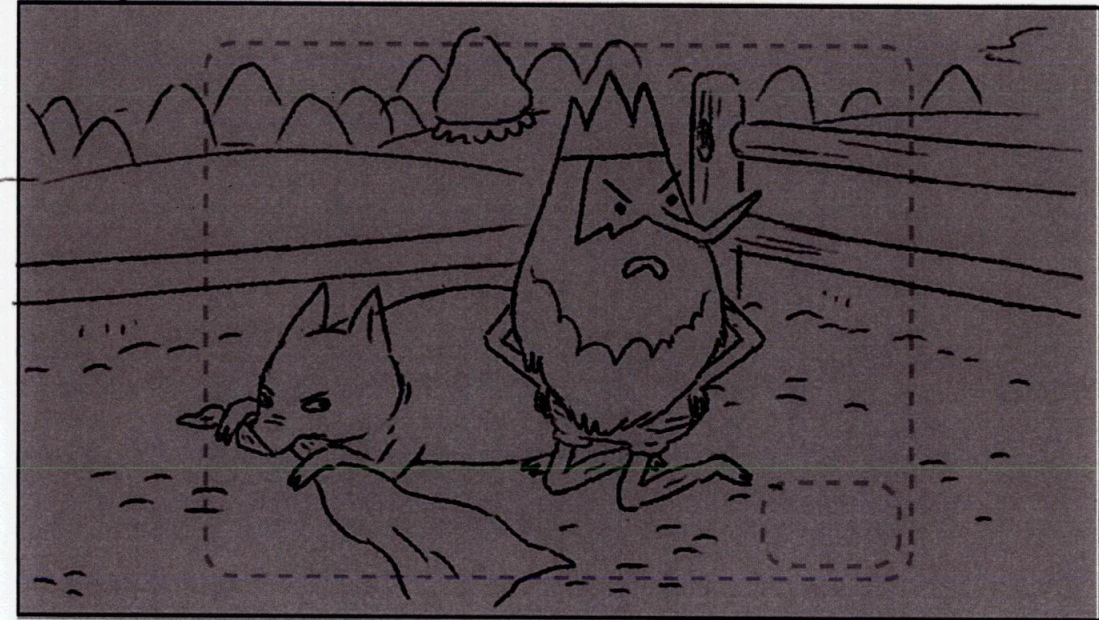


Sc. 158

Pnl. A

Bg.

day night



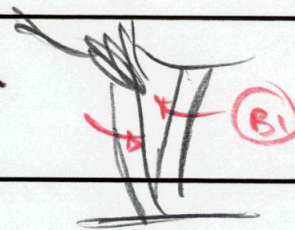
Dialog:

MARCY: Must be pretty tough.

IK: How would I know?

Action:

MARCY RUMMAGES THRU BAG



(READ SHOULD BE ANNOYED - HE THINKS MARCY IS TALKING ABOUT THE MEAT BEING TOUGH)
RE-USE BG FROM SC. 23

Timing:

NOV 10 2014

Production :

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1025-204D

1025/204D

1025/204D

ADVENTURE TIME

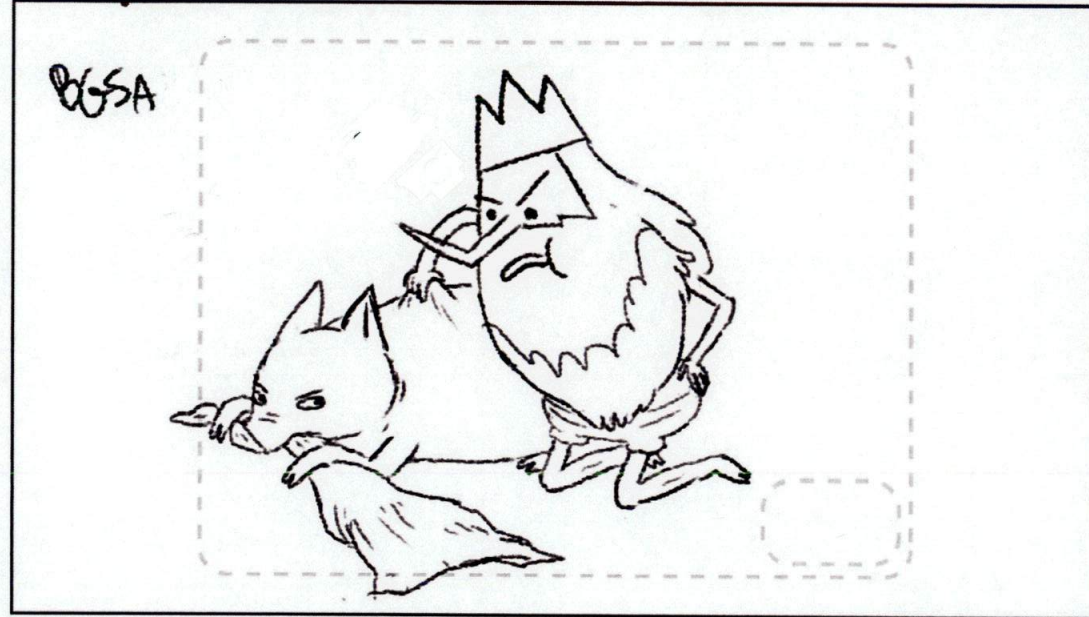


Page 235

Sc. 158 CONT Pnl. B

Bg.

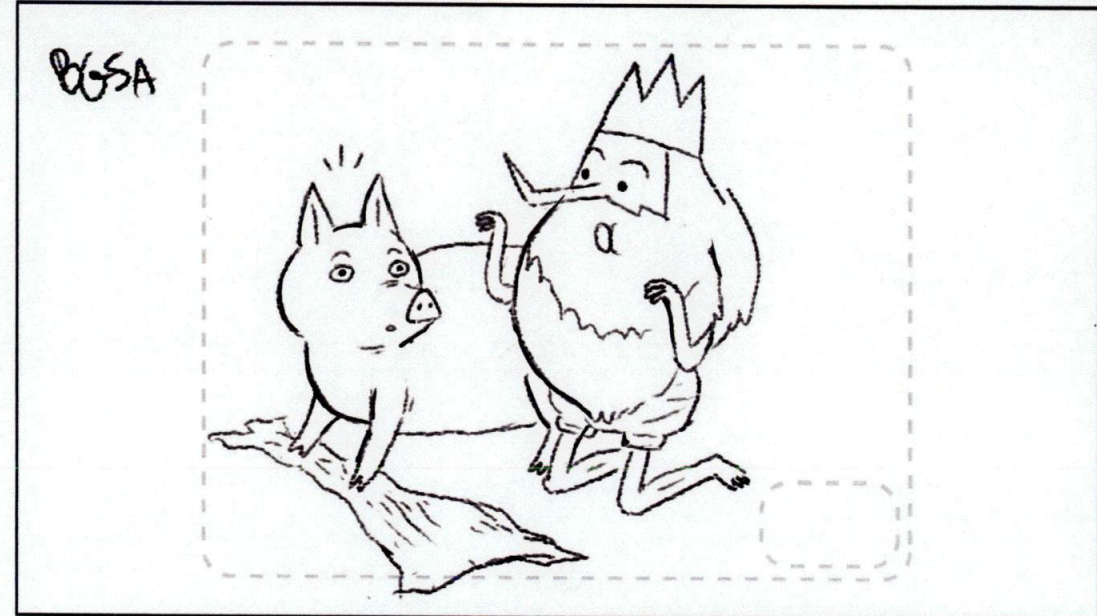
day night



Sc. 158 CONT Pnl. C

Bg.

day night



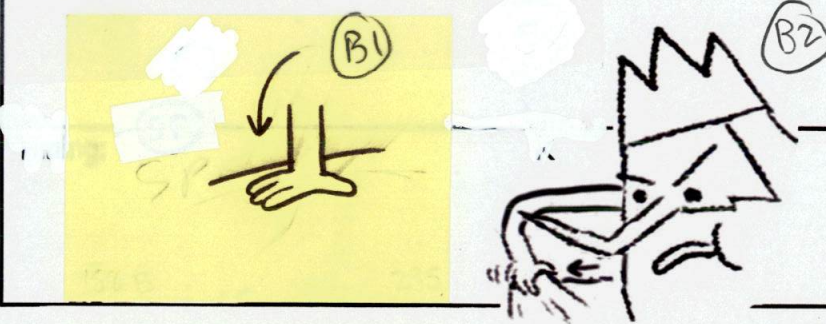
Dialog:

IK: OL' HAMHOCK HERE WONT - (B1.A)

PIG: [SNORT!]

Action:

- PIG PERKS UP ABRUPTLY.



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EPISODE #

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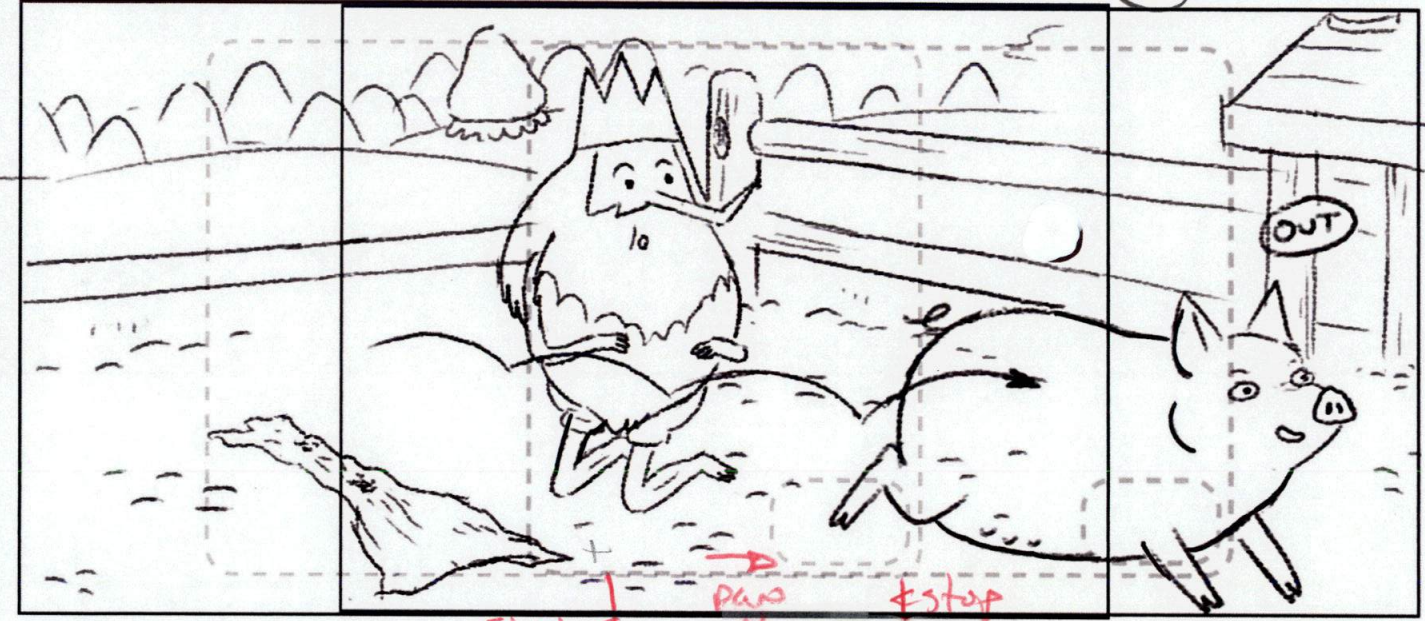
Production :

1025/204D

ADVENTURE TIME

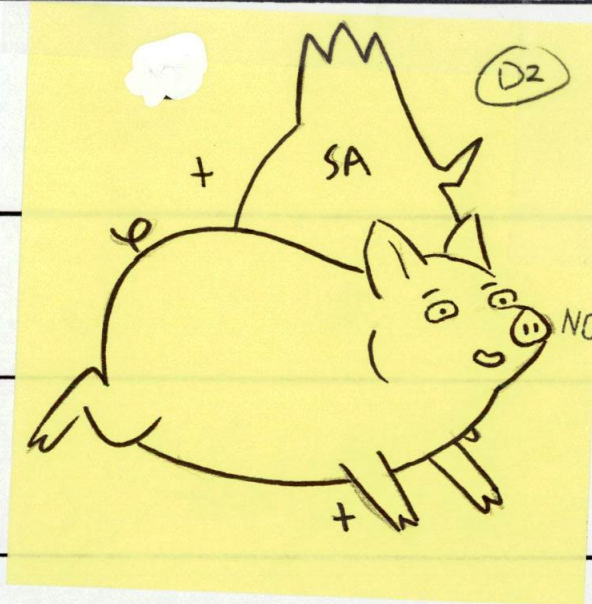


Sc. 158 CONT



Cut

Dialog:	
Action:	- ADD AS PIG CROSSES IK IK WATCHES PIG AS SHE EXITS
Timing:	



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Production :

1025/204D

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1025/204D

1025/204D

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cut

ADVENTURE TIME



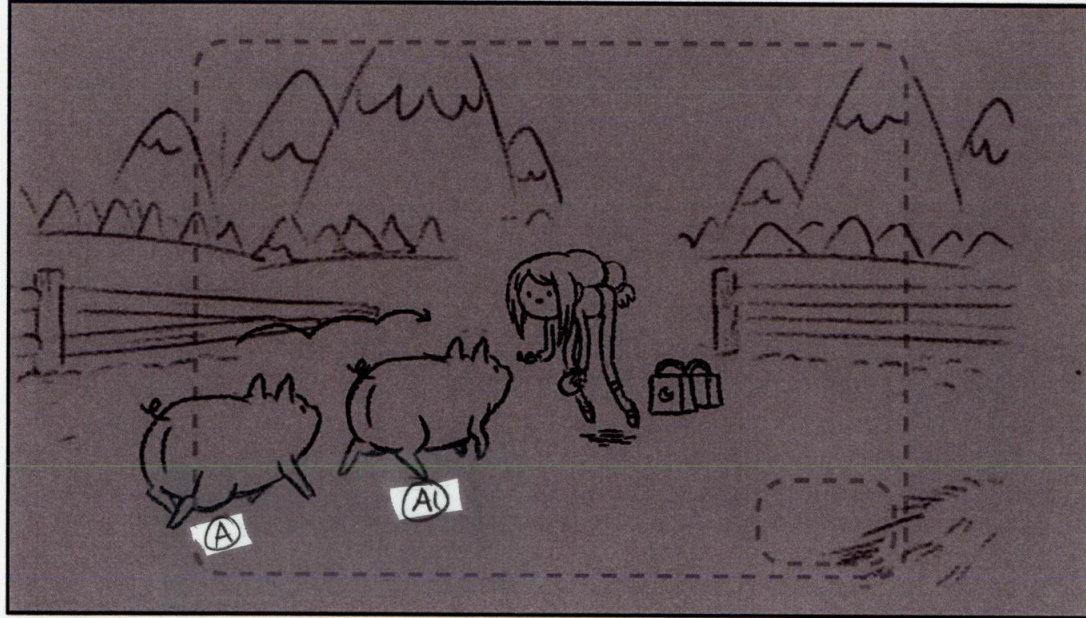
Page 237

Sc. 159

Pnl. A

Bg.

day night



Sc. 159 CONT Pnl. B

Bg.

day night



Dialog:

M: SUP, GIRL.

M: YOU WANNA SNACKY?

PIG: (SNIFF)

Action:

MARCY BECKONS AB 3X



MARCY IS HOLDING A RED APPLE

NOV 10 2014

Timing:



S/A (A)

EPISODE # 1025-204D

Production :

1025/204D

1025/204D

ADVENTURE TIME



Page 238

Sc. 159 CONT Pnl. C

Bg.

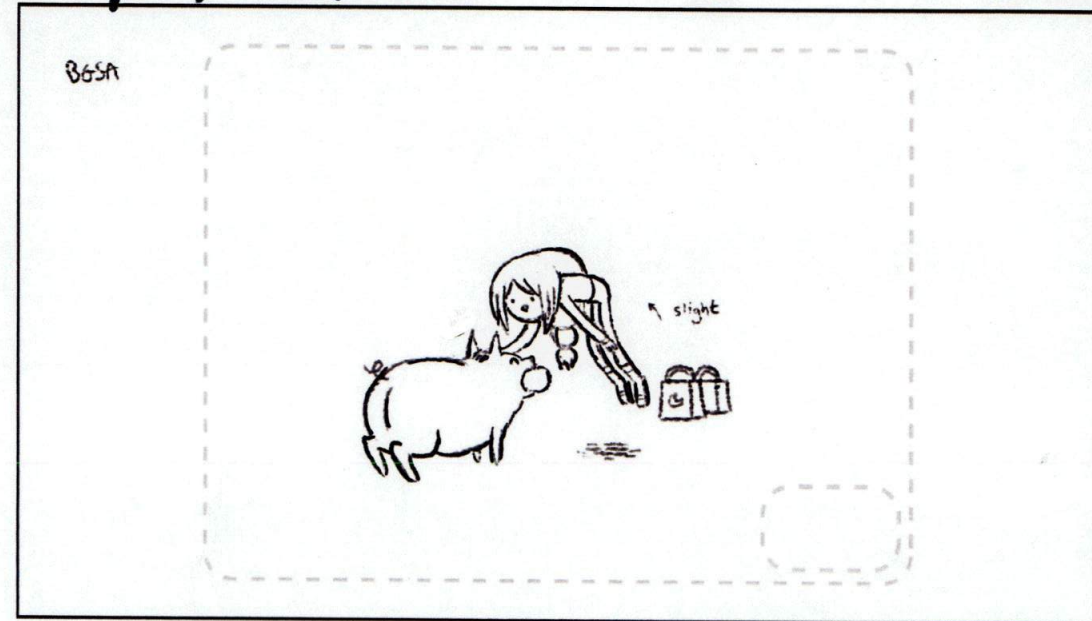
day night



Sc. 159 CONT Pnl. D

Bg.

day night



Dialog:

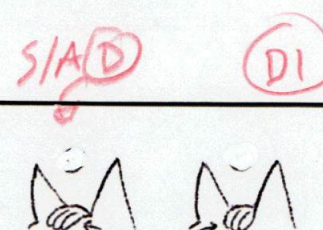
SFX * CHONK *

M: WAS THAT OL' ICE KING RUDIN' YOU OUT?

PIG: (AFFIRMATIVE GRUNT)

Action:

MARCELINE PETS PIG
BETWEEN EARS
AS SHE SHIFTS, HER
PONYTAIL FALLS



Timing:

NOV 10 2014

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Production :

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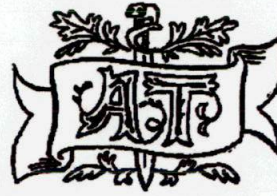
1025/204D

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1025/204D

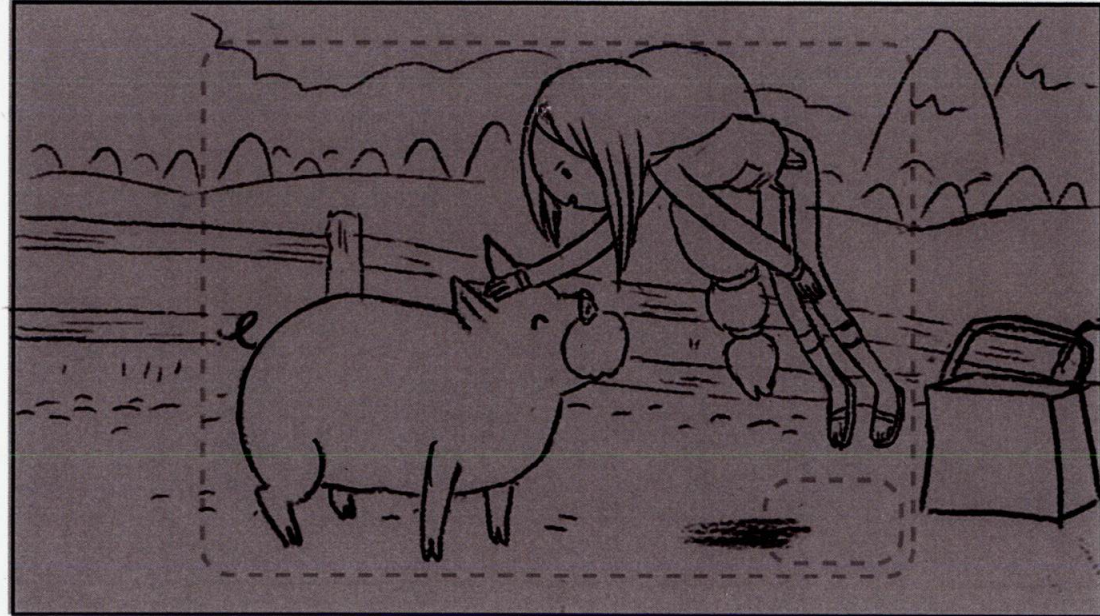
HO
CUT

ADVENTURE TIME

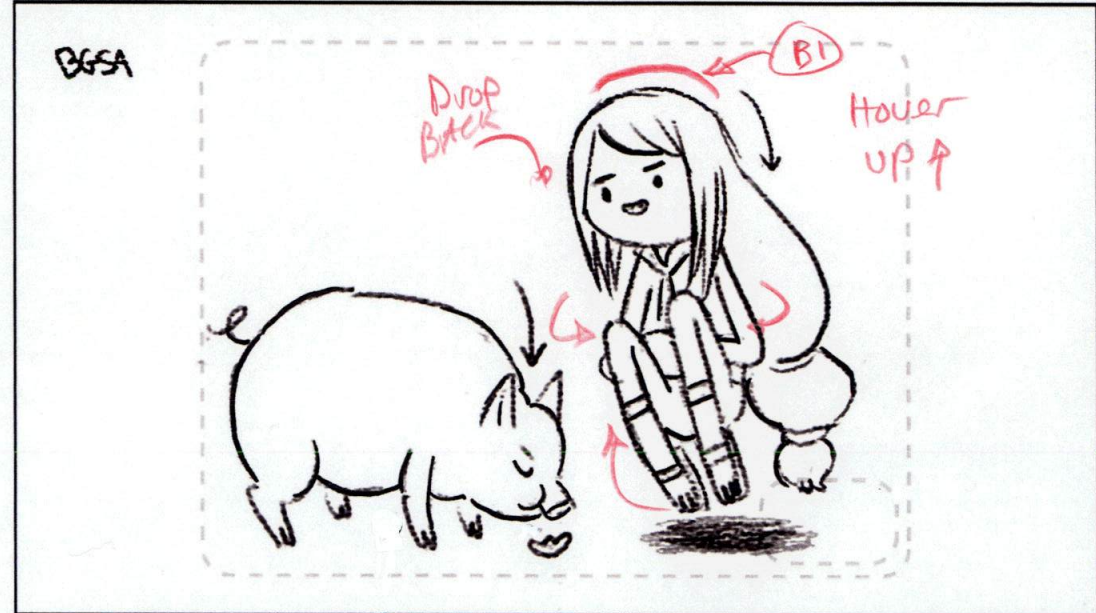


Page 239

Sc. 160 Pnl. A Bg. day night



Sc. 160 *CONST* Pnl. B Bg. day night



CUT

1025-204D

EPISODE #

1025/204D

Dialog:

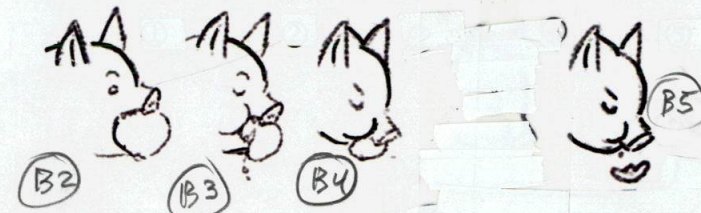
MARCY: HE CAN BE KINDA STANK SOMETIMES.

Action:

MARCY PUTS HANDS IN HOODY POCKET.

PIG TAKES BIG BITE OF APPLE, CHEWS (GRUNTY)
REMAINING CHUNK FALLS TO GROUND.

Timing:



Production :

1025/204D

MAY 10 2014

ADVENTURE TIME



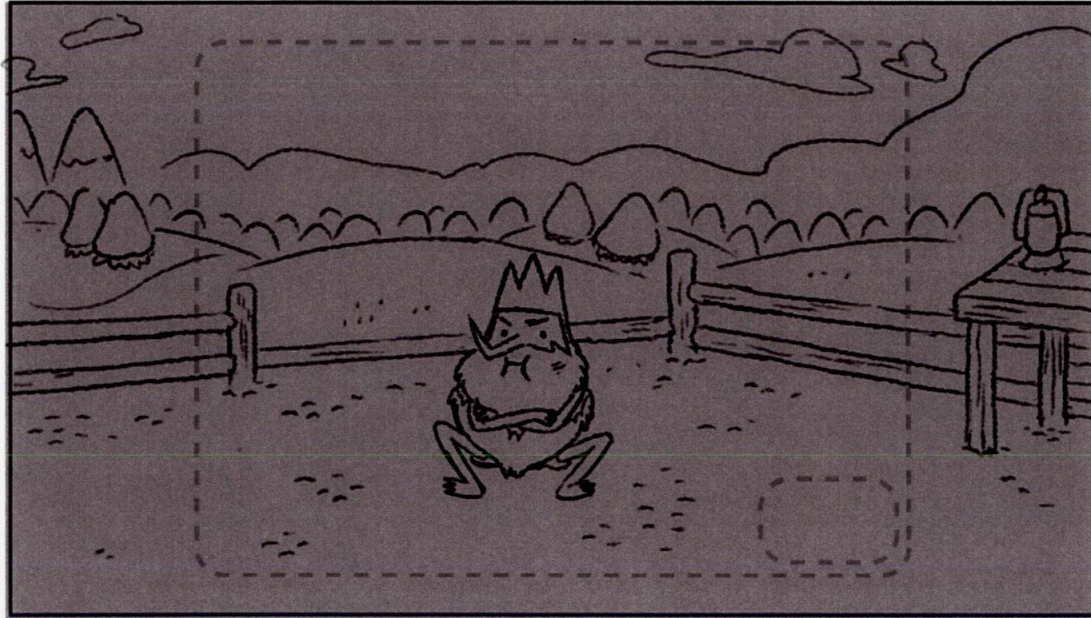
Page 240

Sc. 161

Pnl. A

Bg.

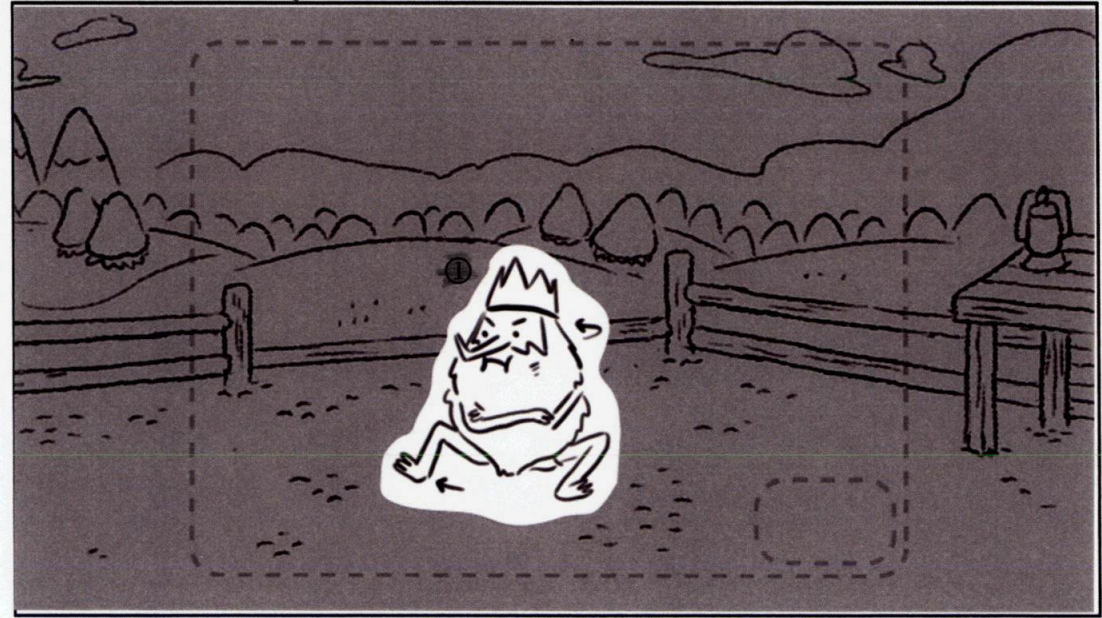
day night



Sc. 161 *cont* Pnl. B

Bg.

day night



Dialog:

(OS RIGHT)

MARCY: SHOULD WE GIVE HIM A SNACKY, TOO?

(OS RIGHT)

PIG: (REJECTING SNORT)

Action:

-IK LOOKS AWAY

NOV 10 2014

Timing:



Production :

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1025/204D

1025/204D

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cut

ADVENTURE TIME



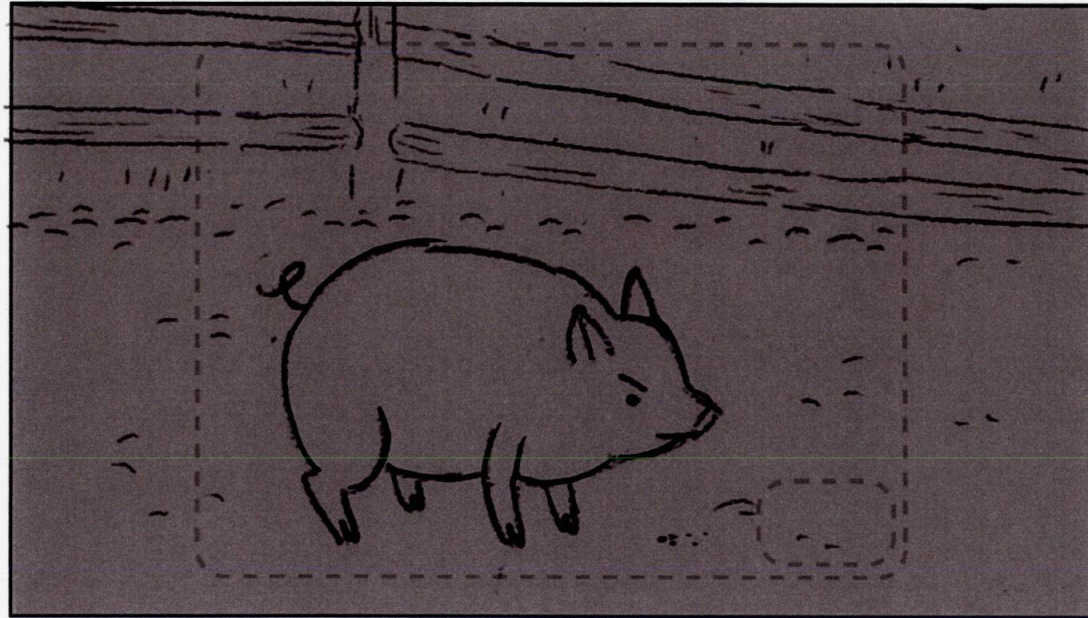
Page 241

Sc. 162

Pnl. A

Bg.

day night

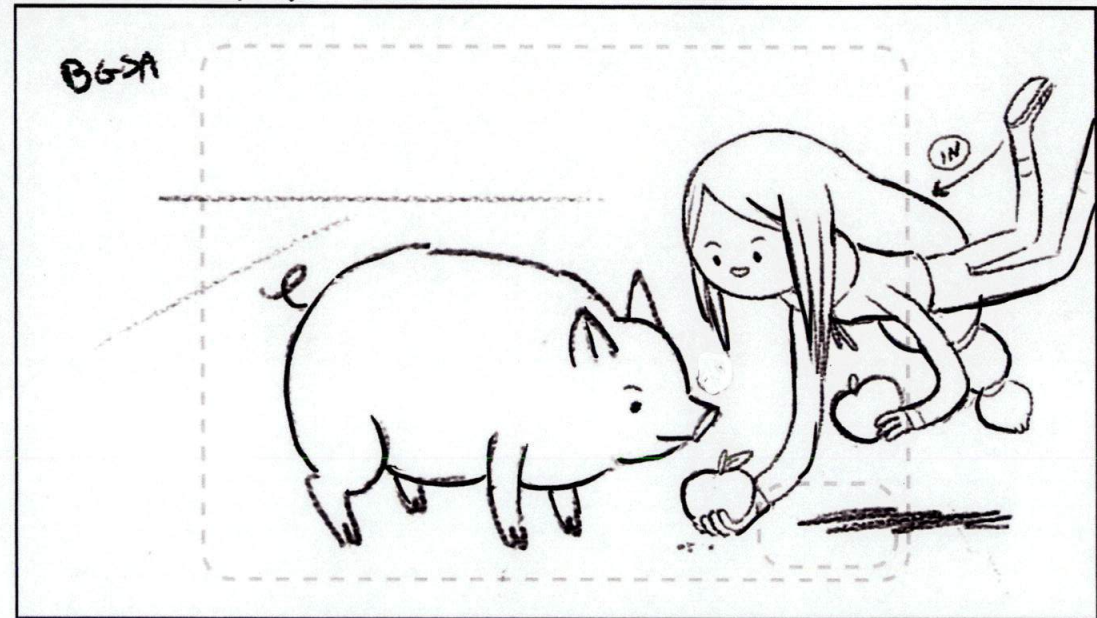


Sc. 162 *cont*

Pnl. B

Bg.

day night



Dialog:

(0/5)
MARCY: HAHHA.

M: - DONT WORRY -

NOV 10 2014

Action:

MARCY GIVES PIG ANOTHER APPLE
AS SHE PASSES (IN FRONT OF PIG - SEE NEXT PAGE)

Timing:



PIG HEAD + MARCY'S HAND
COME TOWARD EACH OTHER

EPISODE # 1025-204D

1025/204D

Production :

1025/204D

ADVENTURE TIME

Sc. 162 *cont*

Page 242

Sc. 162 *cont* Pnl. C

Bg.

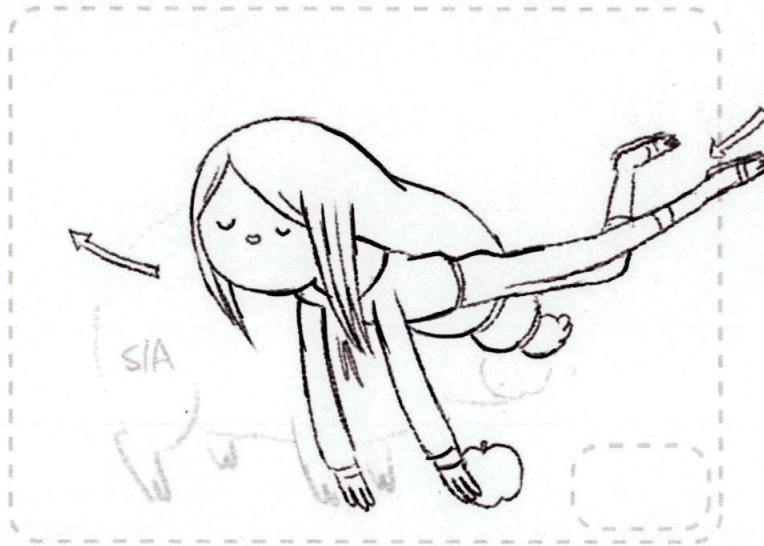
Pnl. D

Bg.

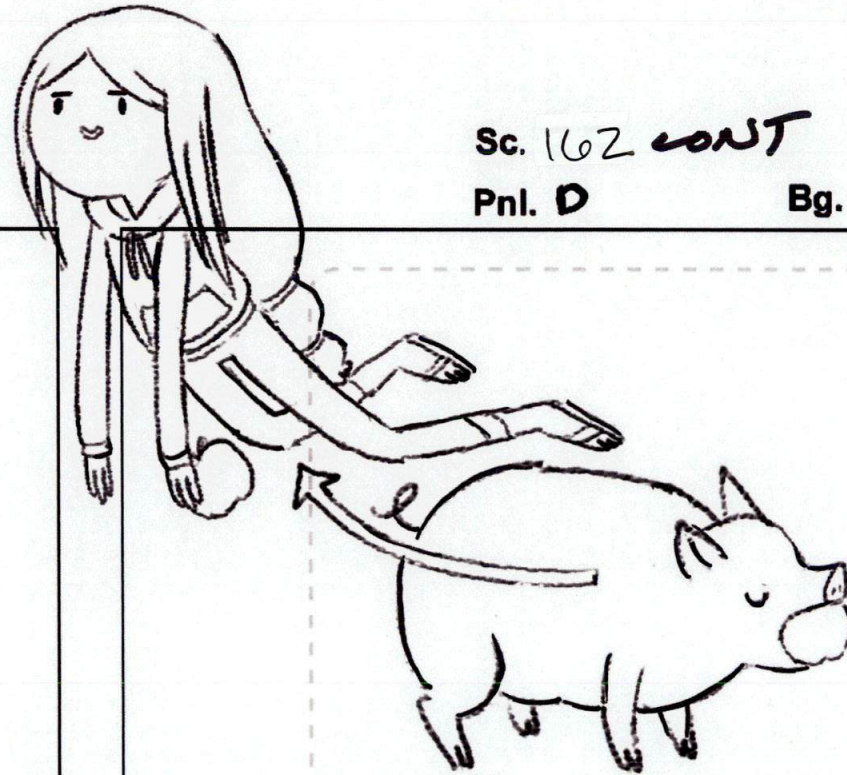
day night

cut

BGSA



BGSA



Dialog:

M: - I GOT IT COVERED.

PIG: (GRUNT)

Action:

DELIVERS LINE AS SHE CROSSES- DO NOT STOP
ON FLOATING POSES

NOV 10 2014

Timing:

EPISODE #

1025-204D

1025/204D

Production :

1025/204D

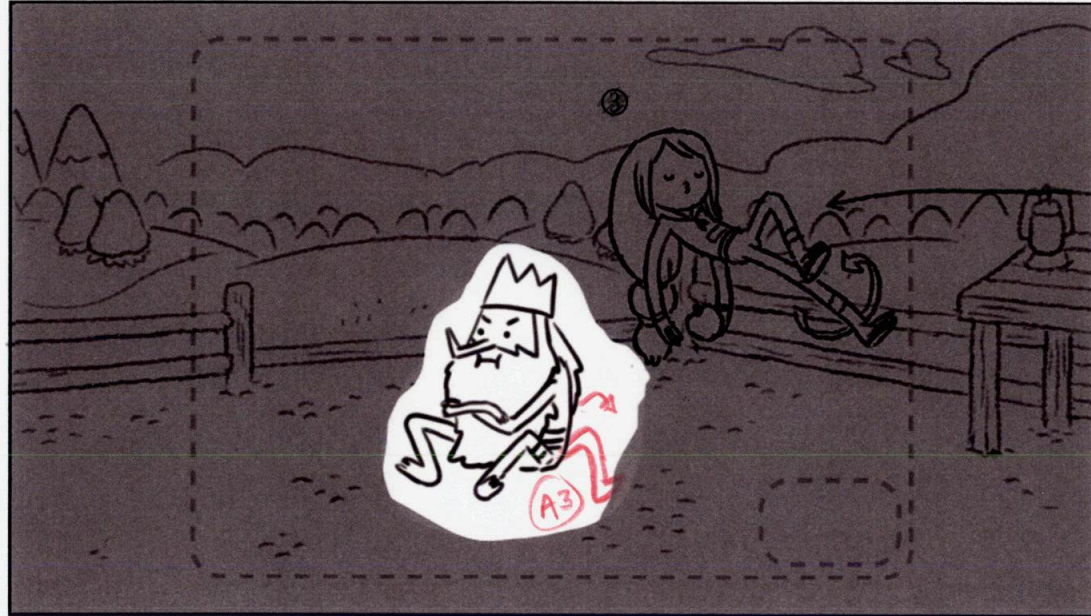
ADVENTURE TIME

Page 243

Sc. 163

Pnl. A

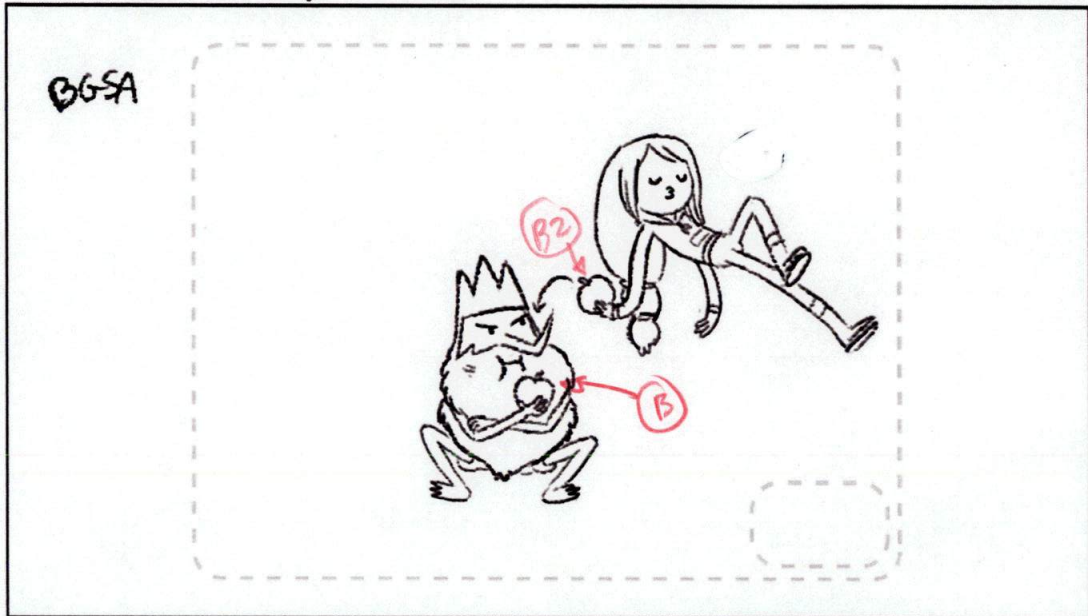
Bg.



Sc. 163 CONT Pnl. B

Bg.

day night



Dialog:

MARCY: (IDLE WHISTLING

SLIDE-WHISTLEY EXTENDED
NOTE WHEN TOSsing APPLE
TO IK)

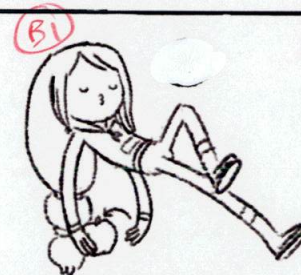
Action: MARCY FLIPS CASUALLY
AS SHE FLOATS IN
RE-USE BG FROM SC. 28

Timing:



Float Fwd
into Distance
TU
Cut
OFF

TOSSES APPLE TO
STAGE LEFT HAND, AND
THEN TO ICE KING



NOV 10 2014
(B3)

Production :

EPISODE #

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1025/204D

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1025/204D

ADVENTURE TIME

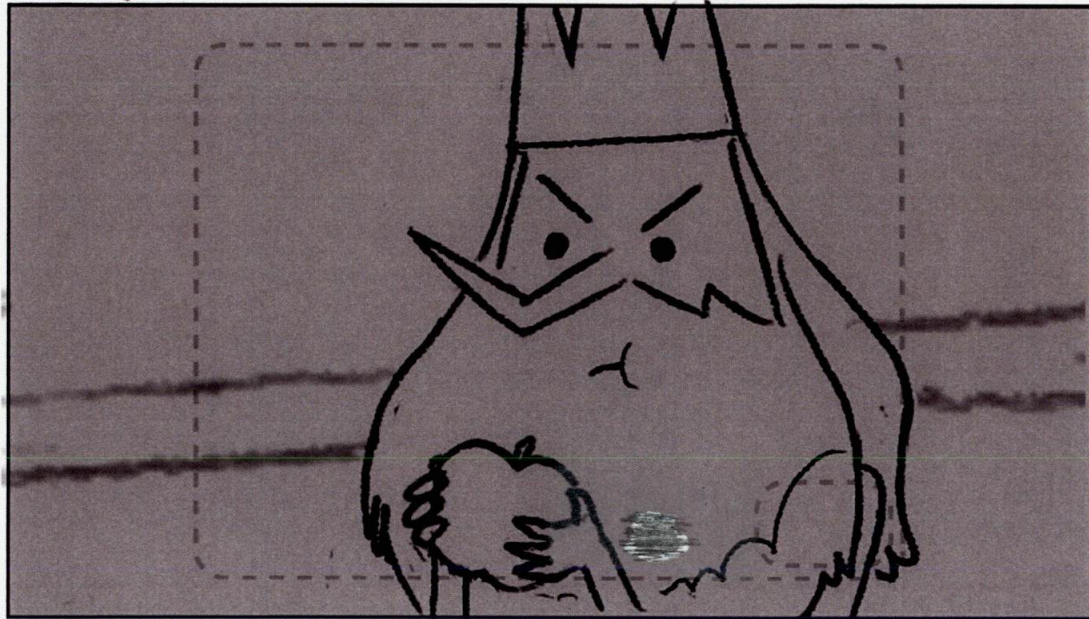
244

Page _____

Sc. 164

Pnl. A

Bg.



Sc. 164

cont Pnl. B

Bg.

day night



Dialog:

Action:

JK EXAMINES APPLE

— RAISES UP, MOUTH RAISES SLIGHTLY,
TOO
NOV 10 2014

Timing:



EPISODE #

1025-204D

1025/204D

Production :

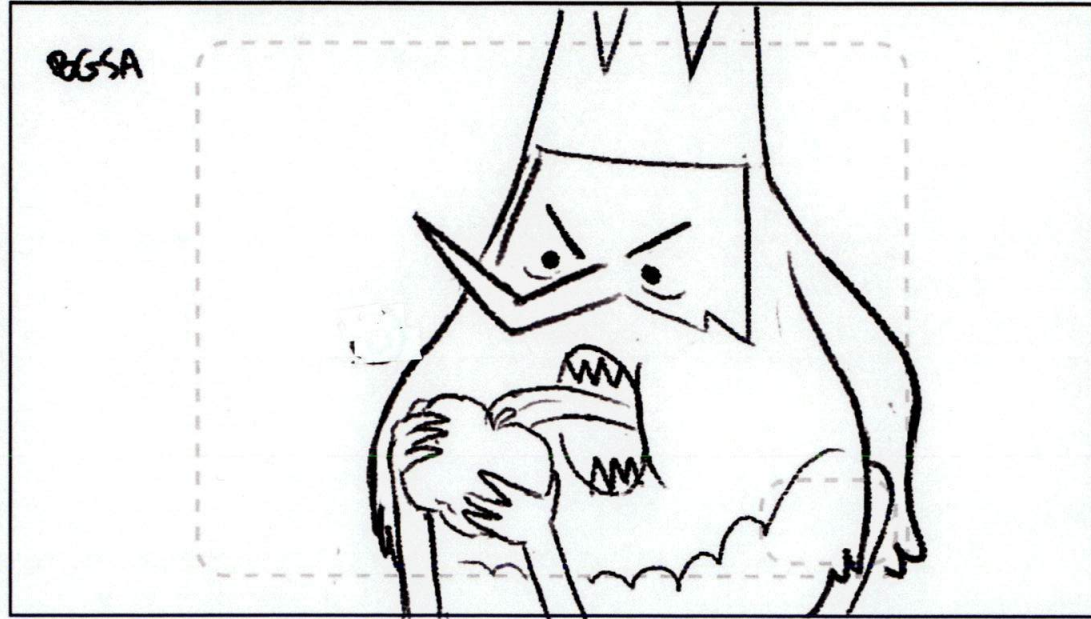
1025/204D

1025/204D

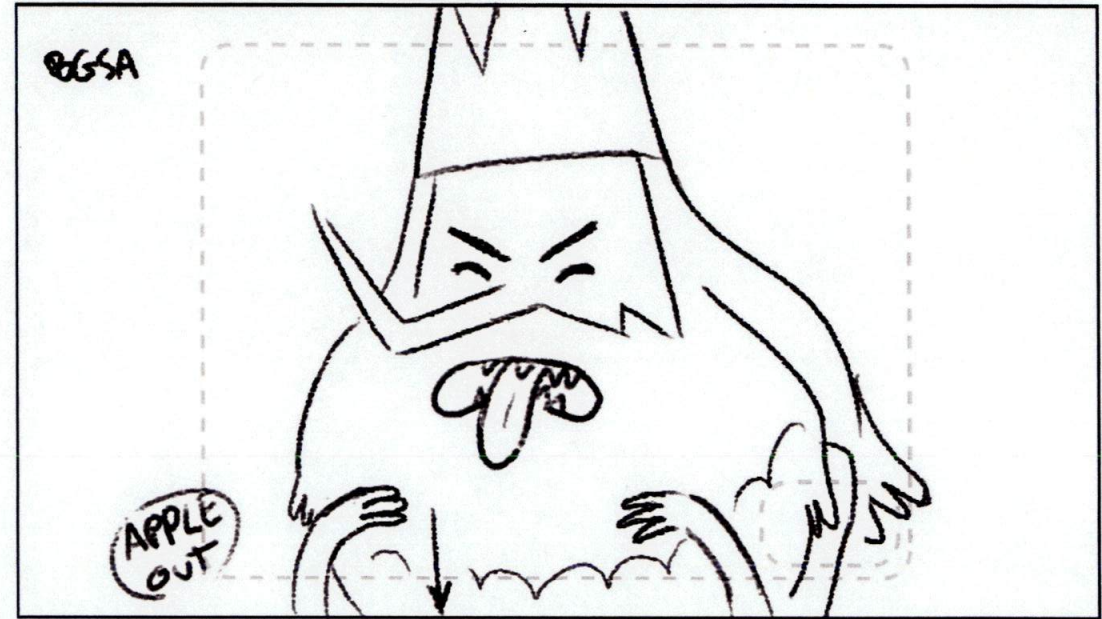
ADVENTURE TIME

Page 245

Sc. 1164 *CONT* Pnl. C Bg.



Sc. 1164 *CONT* Pnl. D Bg.



Dialog:

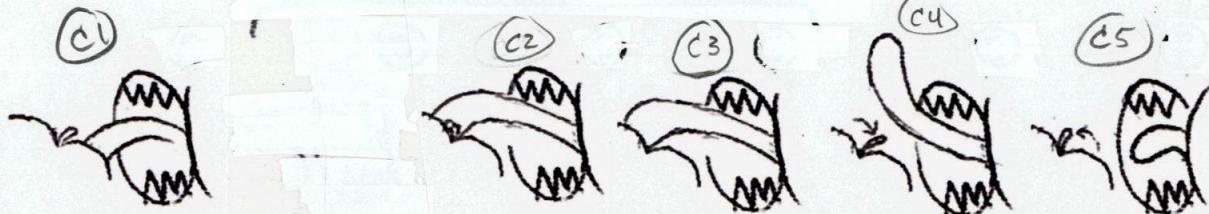
SFX: *slurp*

IK: BLECH!!

Action:

LICKS STEM-

NOV 10 2014



EPISODE #

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1025/204D

Production :

1025/204D

Cut

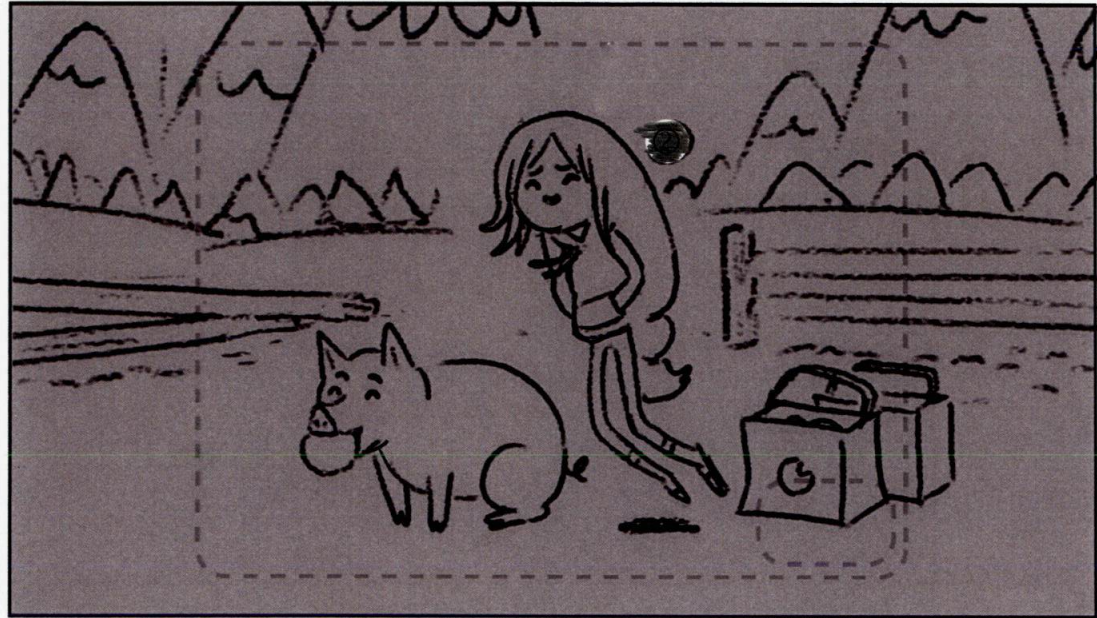
ADVENTURE TIME

Page 246

Sc. 165

Pnl. A

Bg.

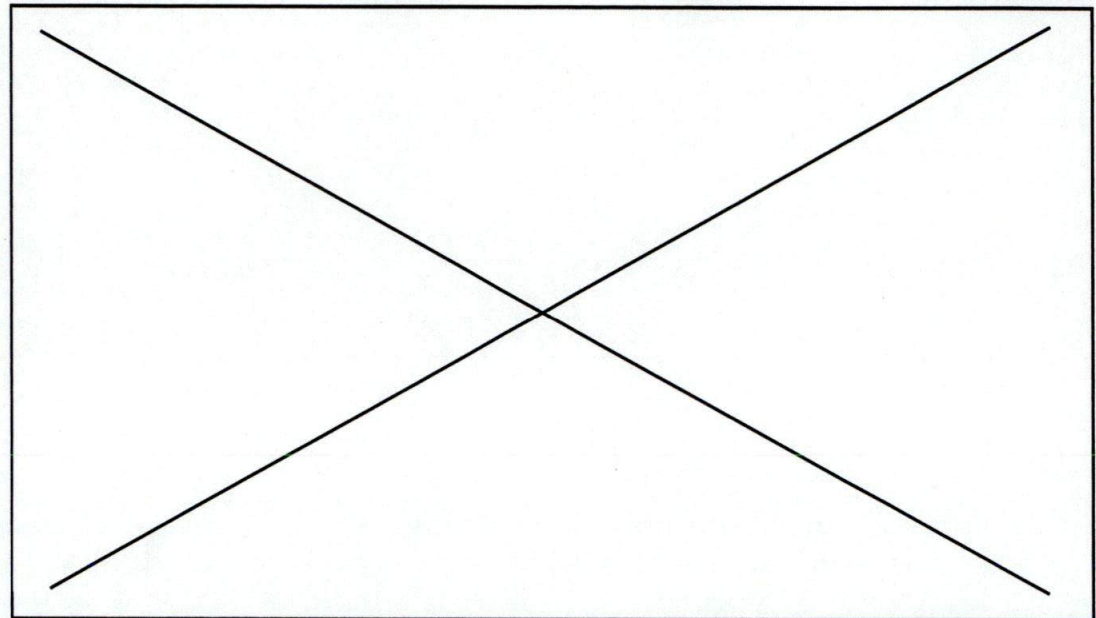


Sc.

Pnl.

Bg.

day night



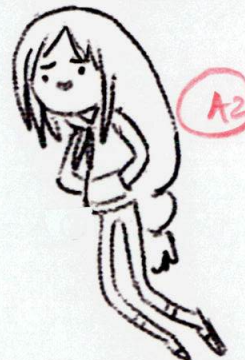
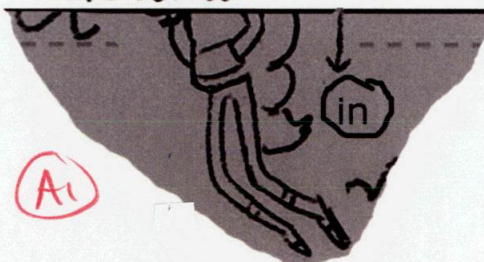
Dialog:

M: HA HAHA, WOW. UH. YOU GOTTA BE NICE
TO YOUR FOOD

PIG: (OINKY LAUGHTER THROUGHOUT)

Action:

MARC SETTLES IN



NOV 1 2014

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Production :

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1025/204D

1025/204

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Hy Cut

ADVENTURE TIME



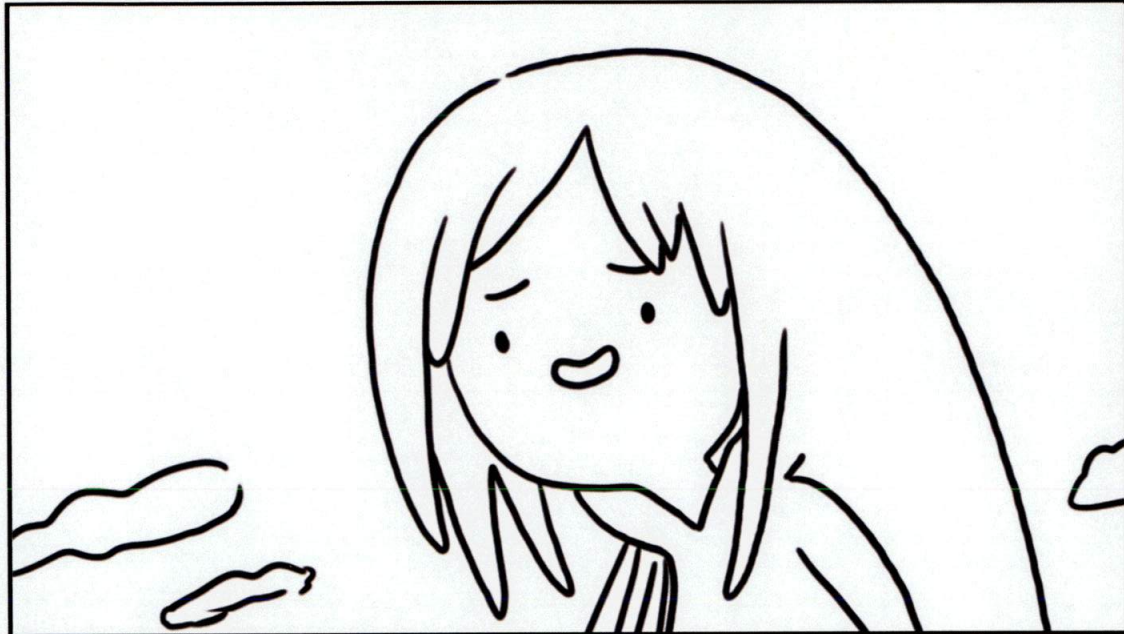
Page 247

Sc. 166

Pnl. A

Bg.

day night



Sc. 166 CONT

Pnl. B

Bg.

day night



Cut

Dialog:

MARC " FGD Dude

M: Like me

Action:

Timing:



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1025/204D

Production:

1025/204D

Cut

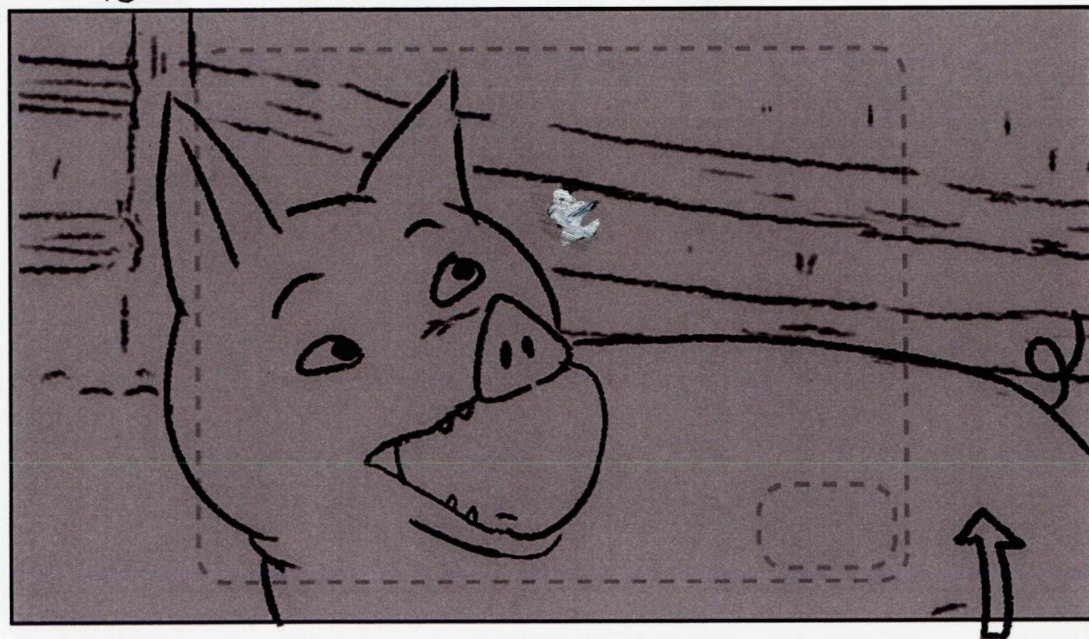
ADVENTURE TIME

Page 248

Sc. 167

Pnl. A

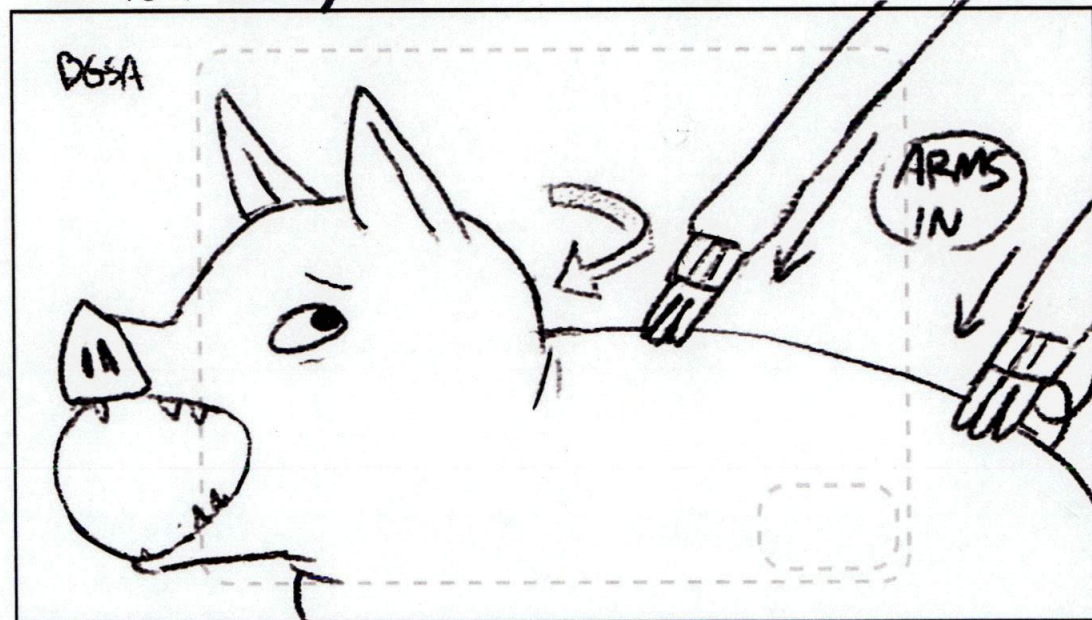
Bg.



Sc. 167 CONT Pnl. B

Bg.

day night



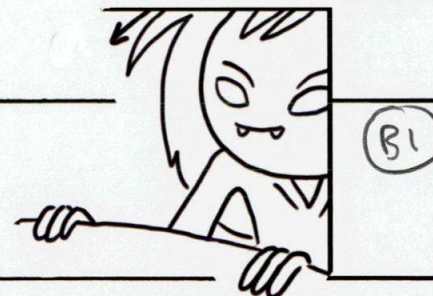
Dialog:

Action:

PIG STANDS (QUICK)

PIG TURNS HEAD (QUICK)

NOV 10 2014



Production :

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1025/204D

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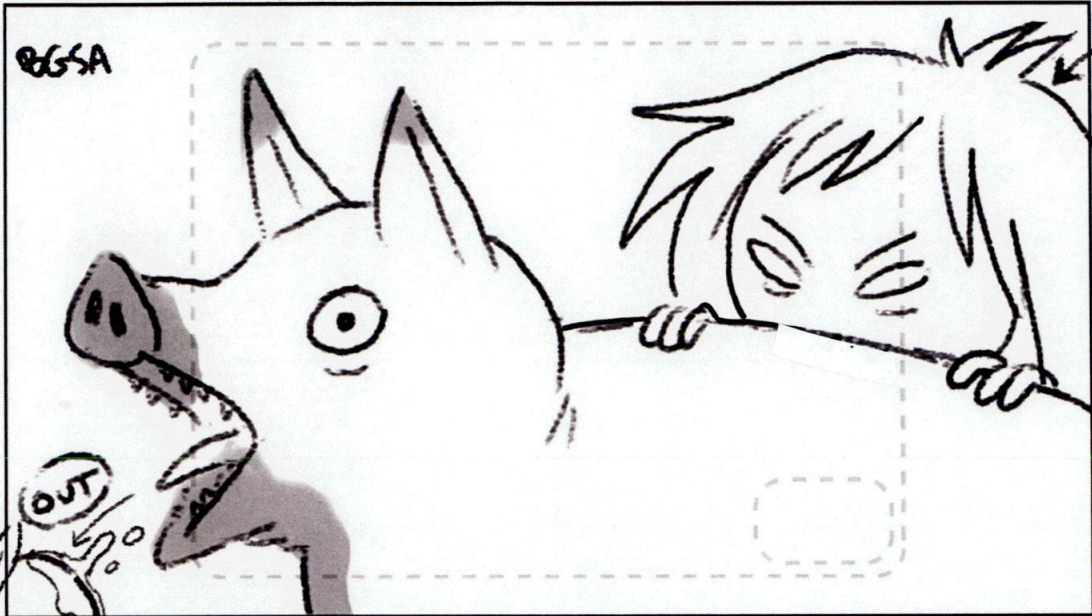
ADVENTURE TIME

Page 249

Sc. 167 *CONT* Pnl. C

Bg.

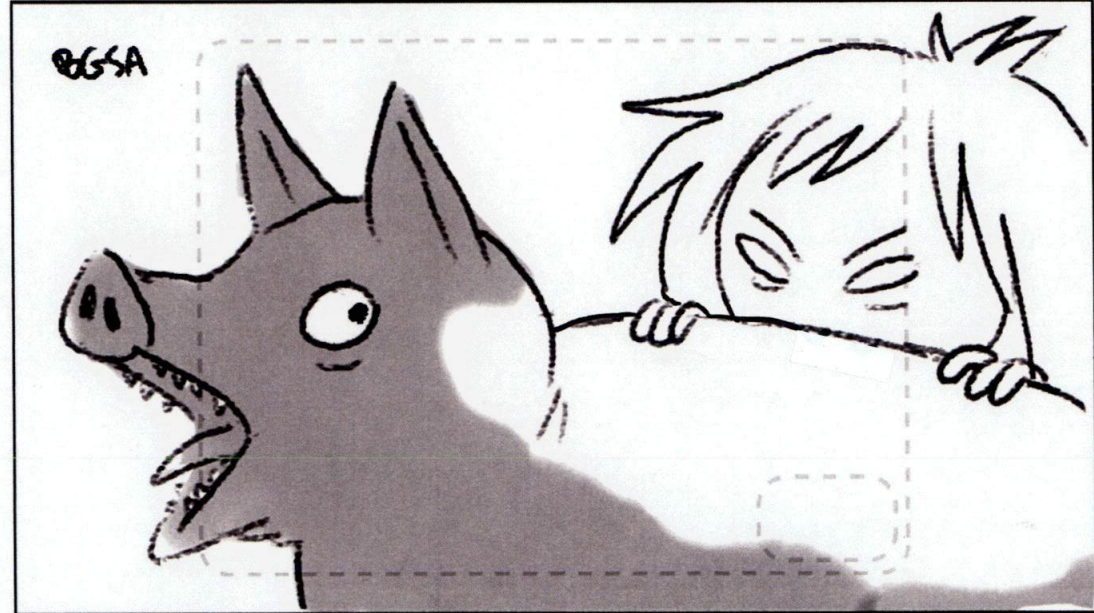
(IN)



Sc. 167 *CONT* Pnl. D

Bg.

day night



Dialog

SFX: *slurping*

Action:

- PINK TURNS BLUE-Y GRAY
AS SHE SUCKS RED OUT

NOV 10 2014

Timing:

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1025-204D

1025/204D

Production :

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ADVENTURE TIME

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Sc. 168

Pnl. A

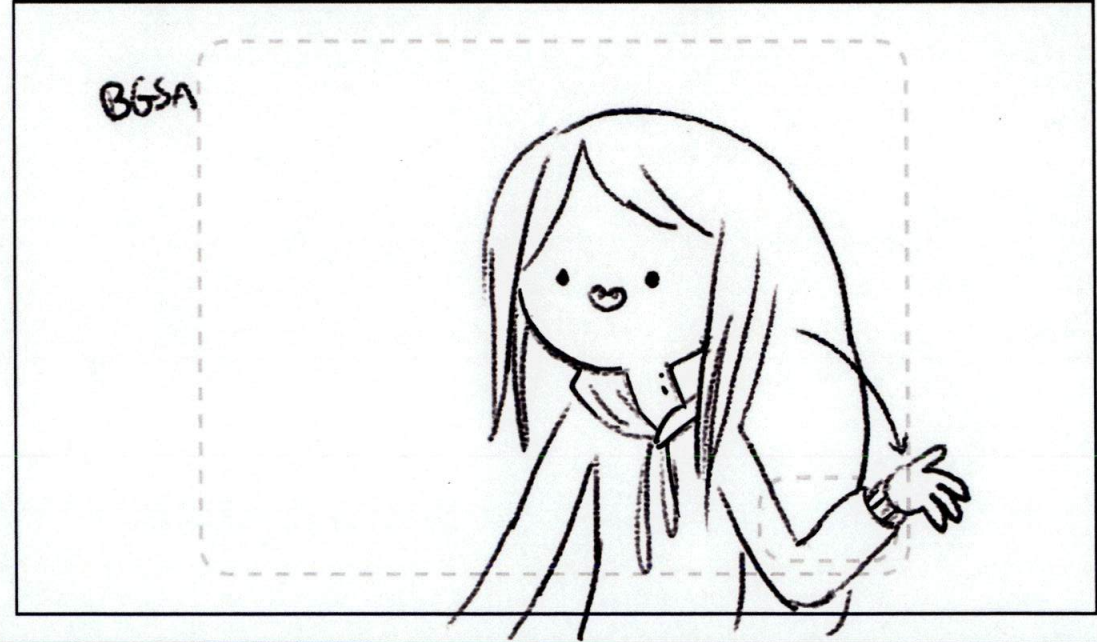
Bg.



Sc. 168 *cont* Pnl. B

Bg.

day night



Dialog:

M: (SMACK LIPS) Ahhh...

SEE, SIMON?

Action:

-M WIPES MOUTH AS SHE ENTERS

Timing:

EPISODE #

1025-204D

1025/204D

Production :

1025/204D

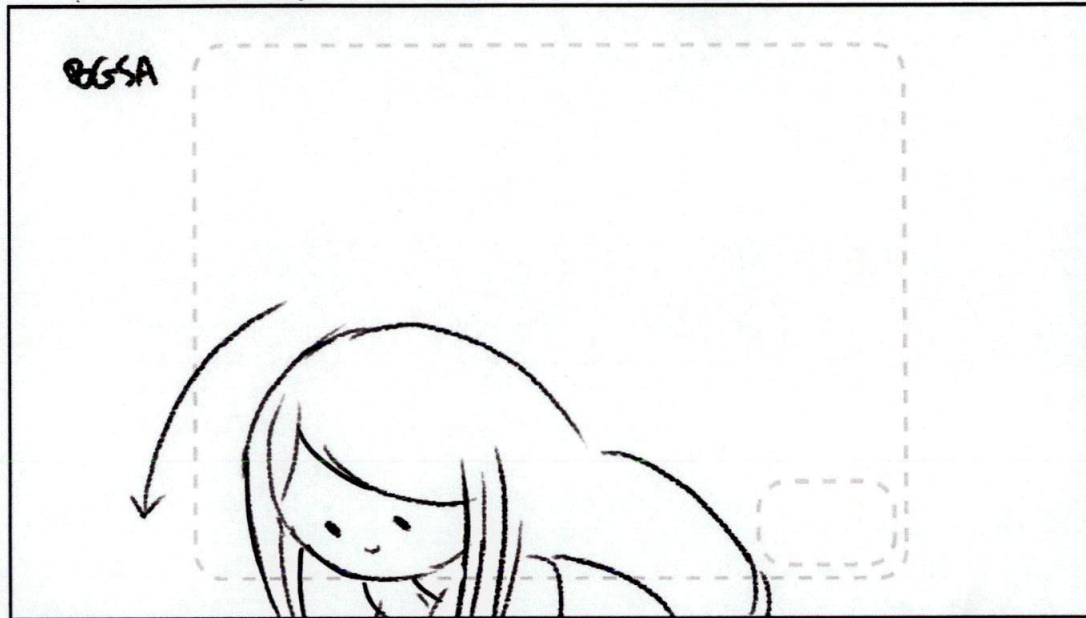
1025/204D

ADVENTURE TIME

Page 251

Sc. 168 *CONT* Pnl. C

Bg.



Sc. 168 *CONT* Pnl. D

Bg.

day night



Dialog:

SHORT
M: [STRAIN]

Action:

-M REACHES OUT

PULLS PIG IN -
STRUGGLES BRIEFLY

NOV 1 2011

Timing:

EPISODE #

1025-204D

1025/204D

Production :

1025/204D

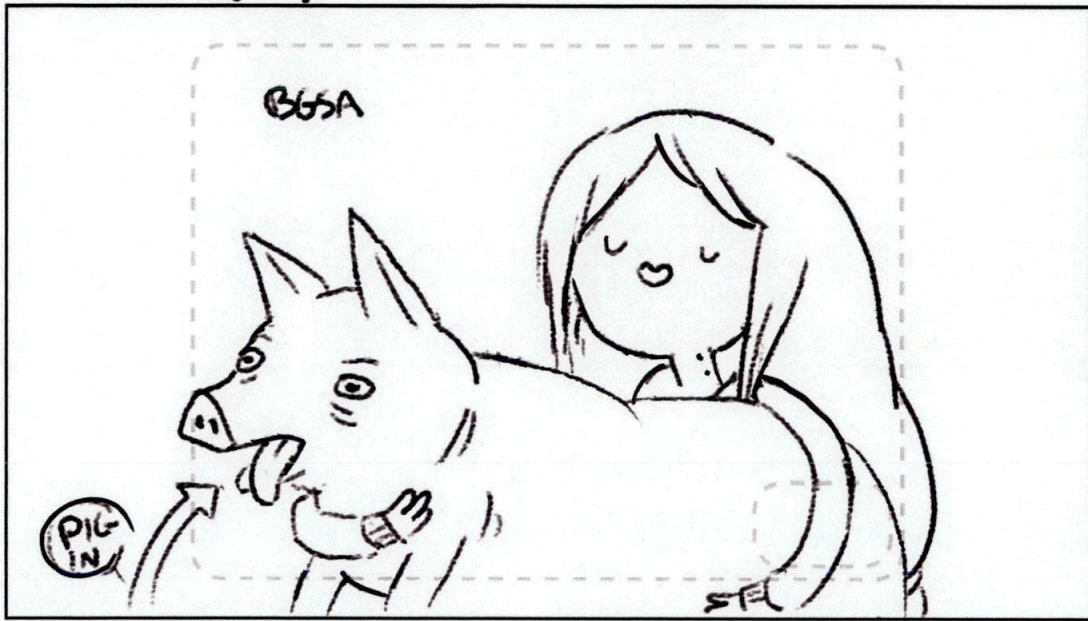
1025/204D

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ADVENTURE TIME

Sc. 168 *cont* Pnl. E

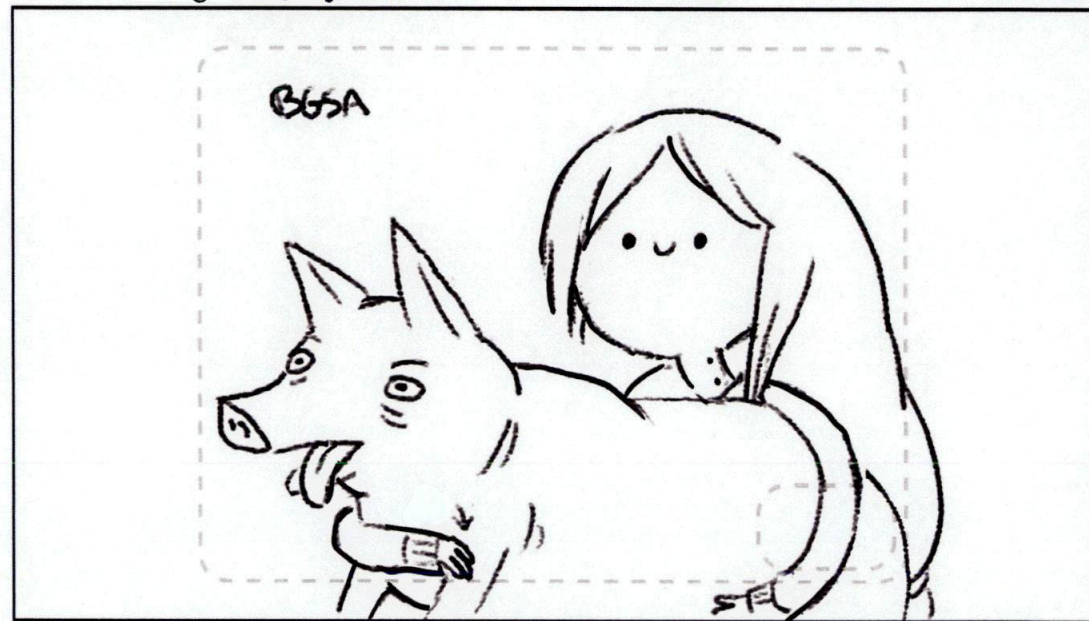
Bg.




Sc. 168 *cont* Pnl. F

Bg.

day night



Dialog:	M: WE BOTH GOT SOMETHING WE NEEDED.	SFX: PAP-PAP
Action:	PIG IS PALE + DAZED	PATS ABAB PIG SLIGHTLY SMILES KIND OF
Timing:	NOV 10 2014  (FI) PAT	

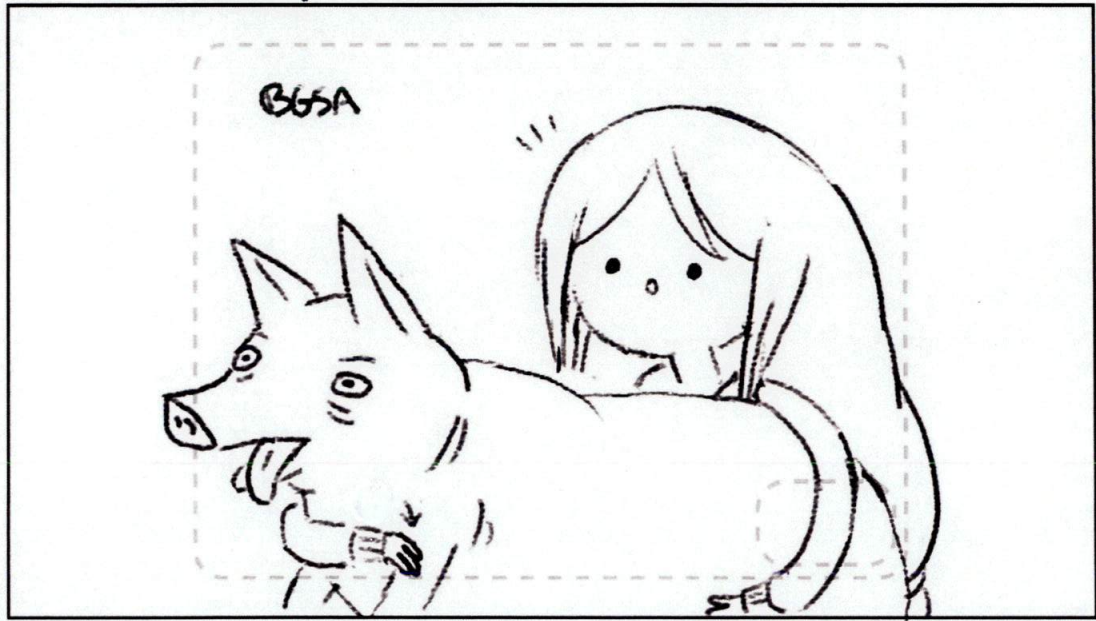
EPISODE # 1025-204D
1025/204D

Production :

1025/204D

ADVENTURE TIME

Sc. 168 *cont* Pnl. G Bg.



Sc. 168 *cont* Pnl. H Bg. day night



Dialog:	M: Oh!	Pig: *snort*
Action:	(QUICK) CHOKES UP GRIP ON PIG	
Timing:	NOV 10 2014	

EPISODE #

Production :

1025/204D 1025-204D

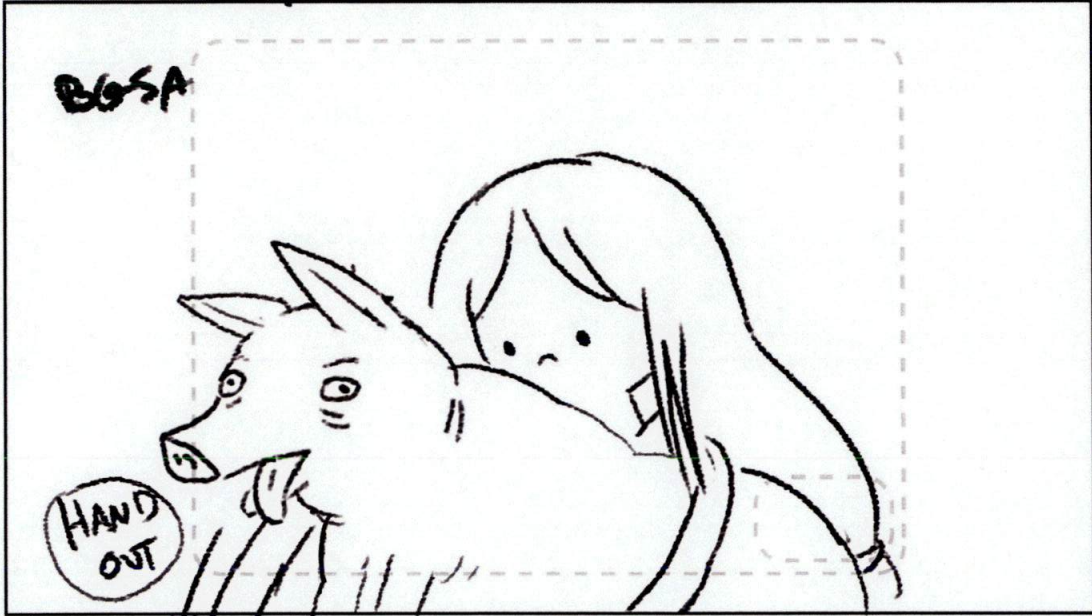
1025/204D

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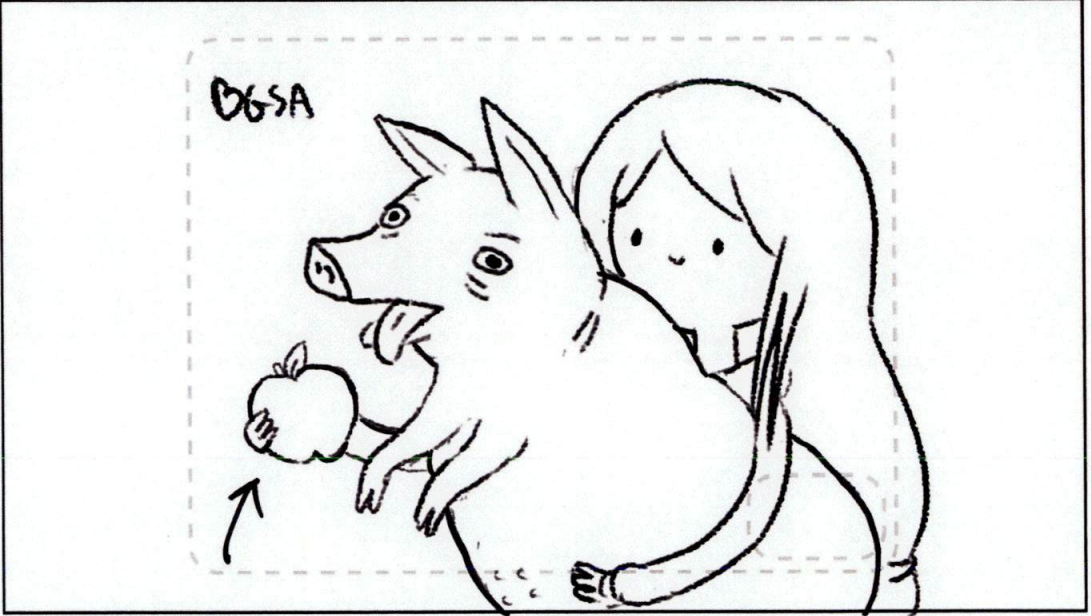
1025/204D

ADVENTURE TIME

Sc. 168 CONT Pnl. I Bg.



Sc. 168 CONT Pnl. J Bg. day night



Dialog:

Action:

REACHES OFFSCREEN

PULLS IN THE APPLE PIG
DROPPED EARLIER

NOV 1 0 2014

Timing:

EPISODE #

Production :

1025-204D
1025/204D

1025/204D

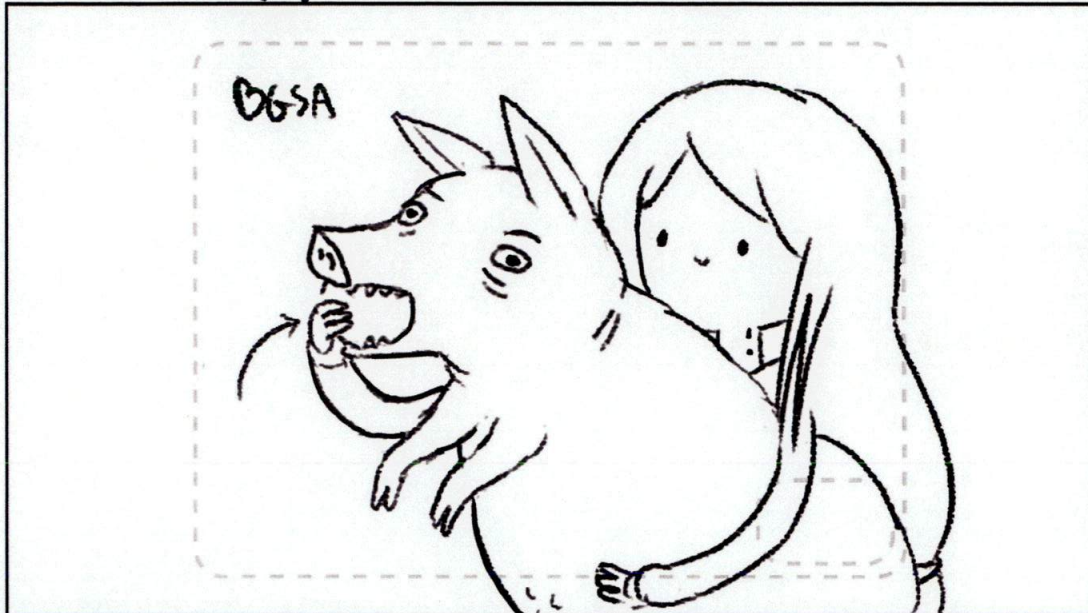
1025/204D

1025/204D

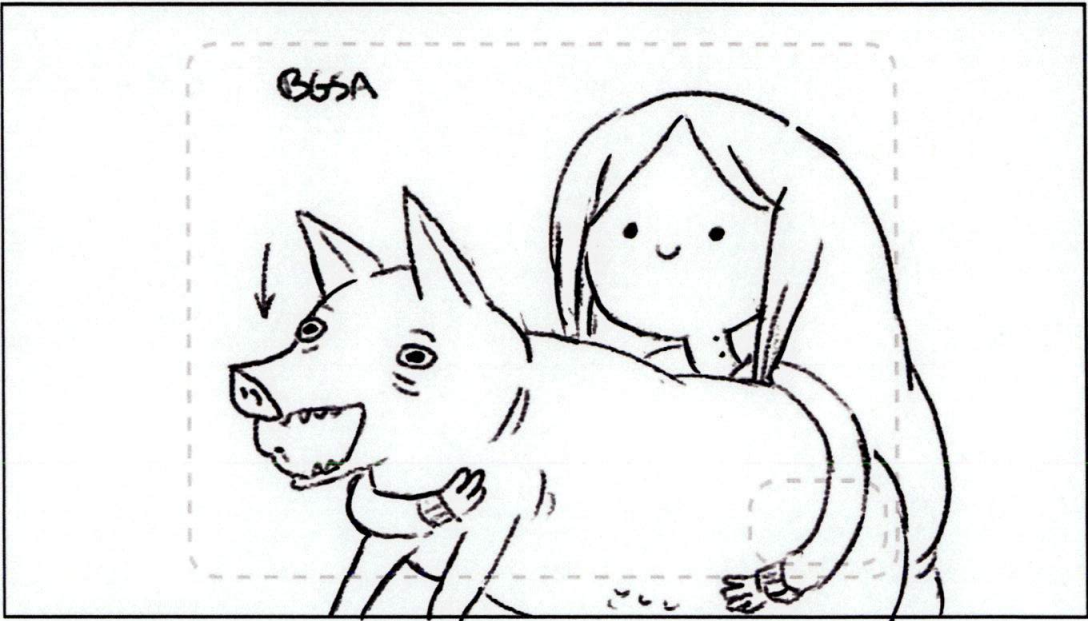
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ADVENTURE TIME

Sc. 168 *cont* Pnl. K Bg.



Sc. 168 *cont* Pnl. L Bg. day night



Cont

EPISODE # 1025-204D
1025/204D

Dialog:	SFX: :pop=	SFX [MUFFLED OINK]
Action:	PIG SMILES A LITTLE	
Timing:	NOV 1 2011	

Production :

1025/204D

10 25 / 20 4 D

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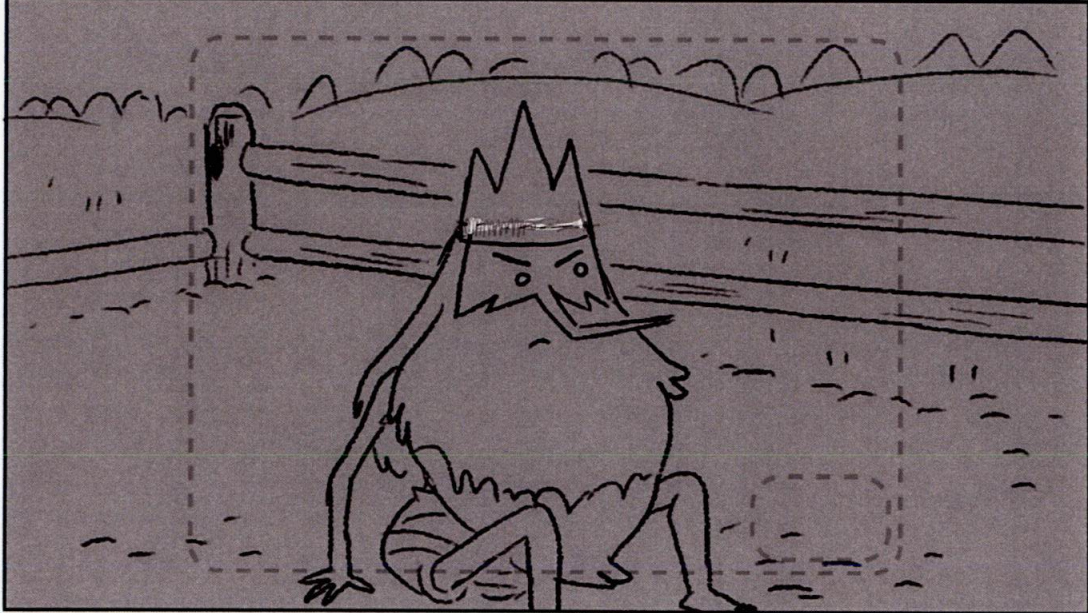
Cut

ADVENTURE TIME

Sc. 169

Pnl. A

Bg.



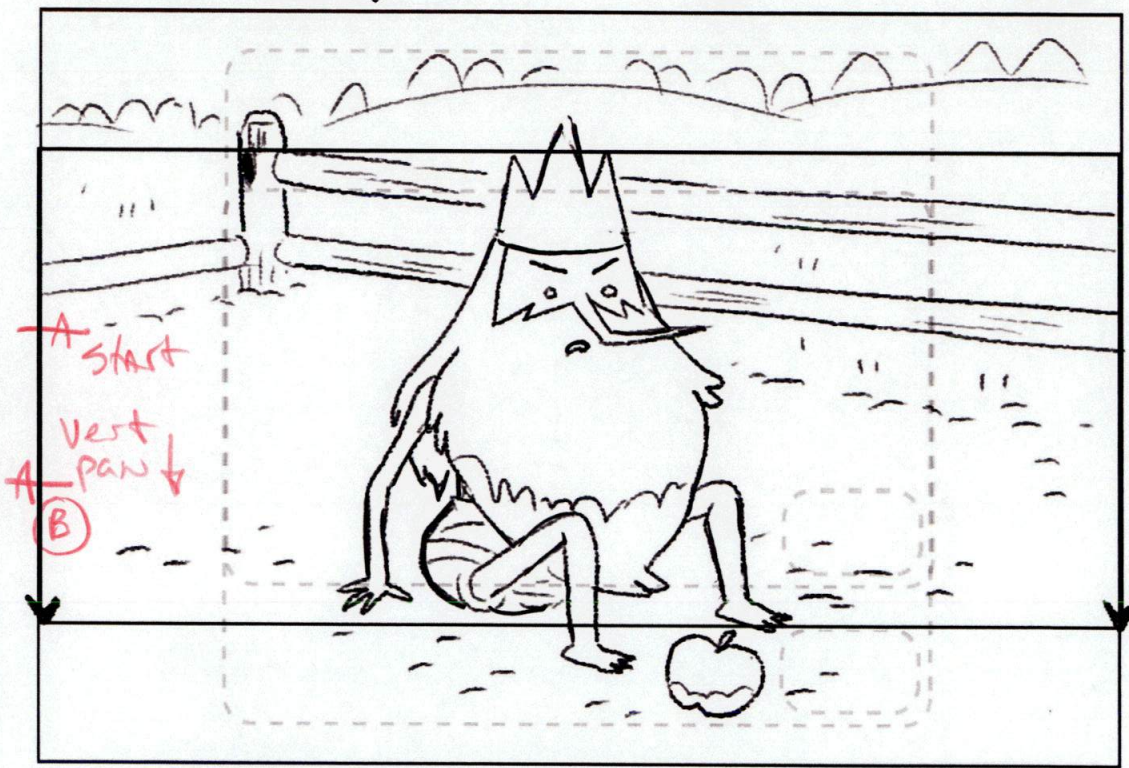
Sc. 169 *CONF*

Bg.

Page 256

day night

HW
Cut



1025-204 D

EPISODE #

10 25 / 20 4 D

Dialog:
Action:
Timing:

ADD DOWN AS IK LOOKS TO APPLE

NOV 1 0 2011

Production :

10 25 / 20 4 D

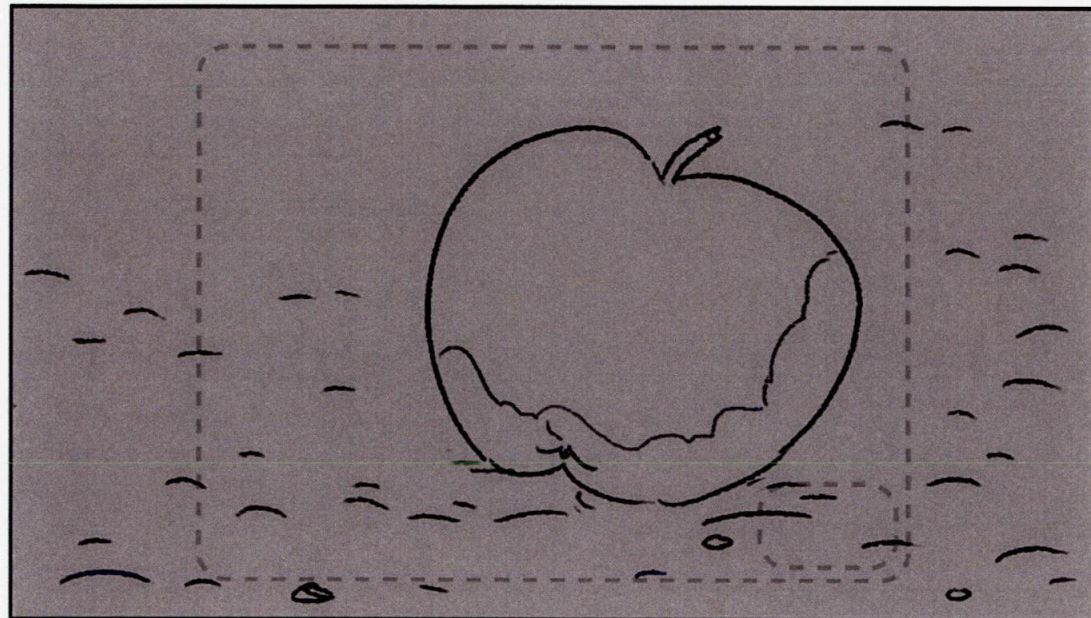
ADVENTURE TIME

HO
CUT

Sc. 170

Pnl. A

Bg.



Sc.

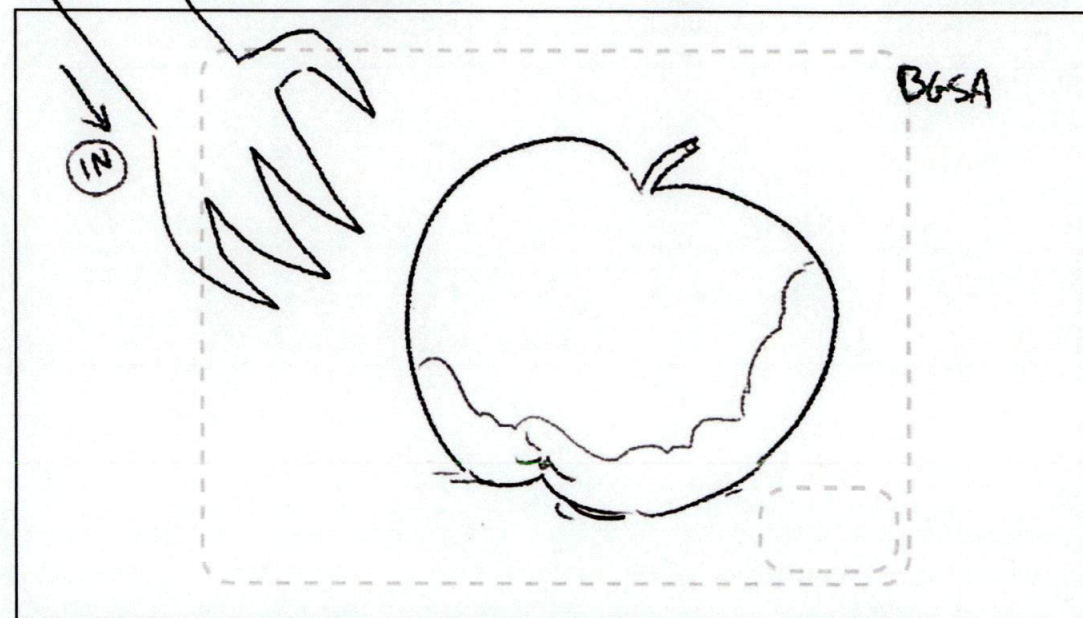
170

CONT
Pnl. B

Bg.

Page 257

day night



Dialog:

Action:

- CLOSE UP ON APPLE

- IK'S HAND ENTERS, HESITATES

Timing:

NOV 10 2011

EPISODE #

Production :

1025-204D

1025/204D

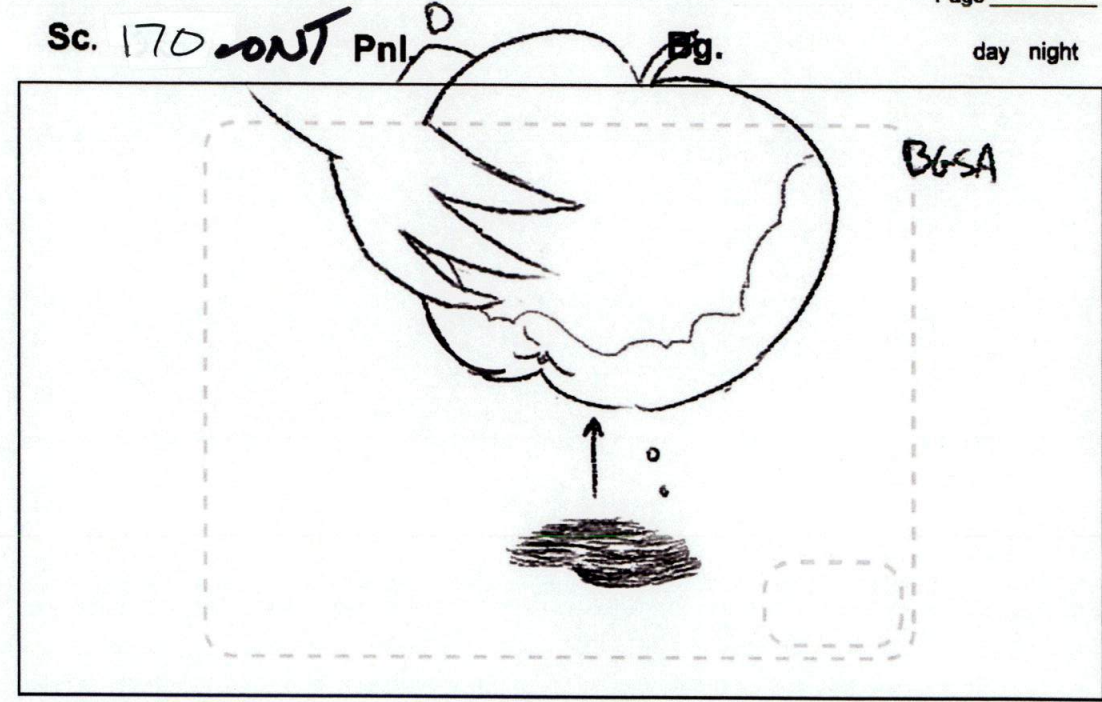
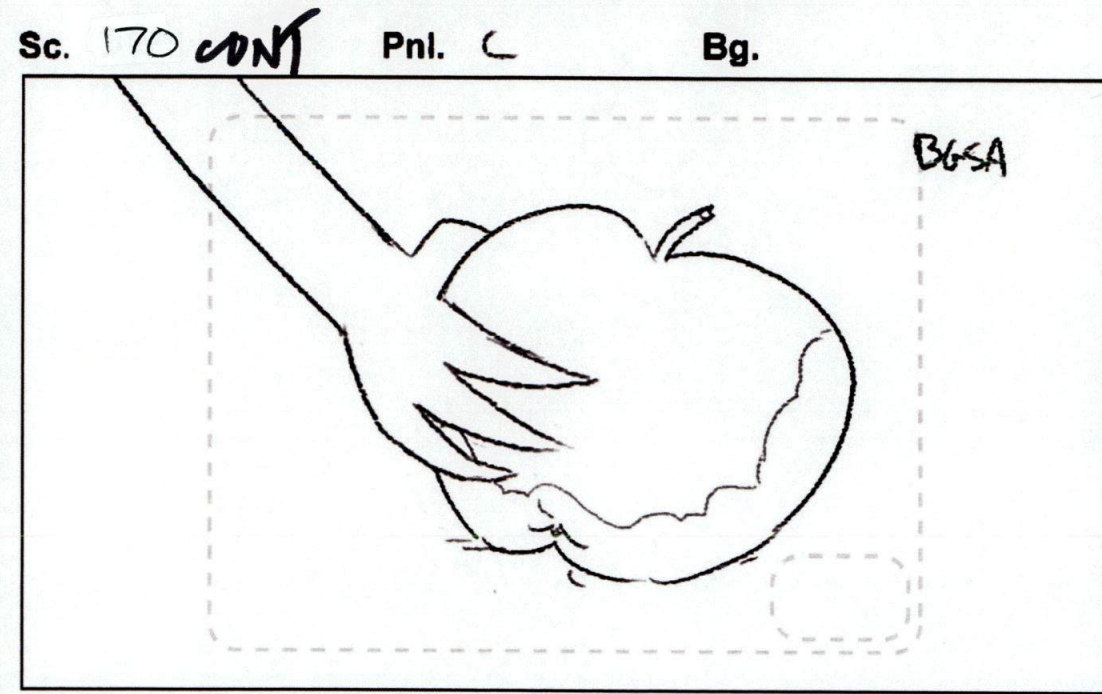
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ADVENTURE TIME

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day night

Cert

EPISODE #

1025-204D

1025/204D

Production :

1025/204D

Dialog:
Action:
Timing:

APPLE LEAVES IMPRESSION
IN MUD
NOV 10 2014

1025/204D

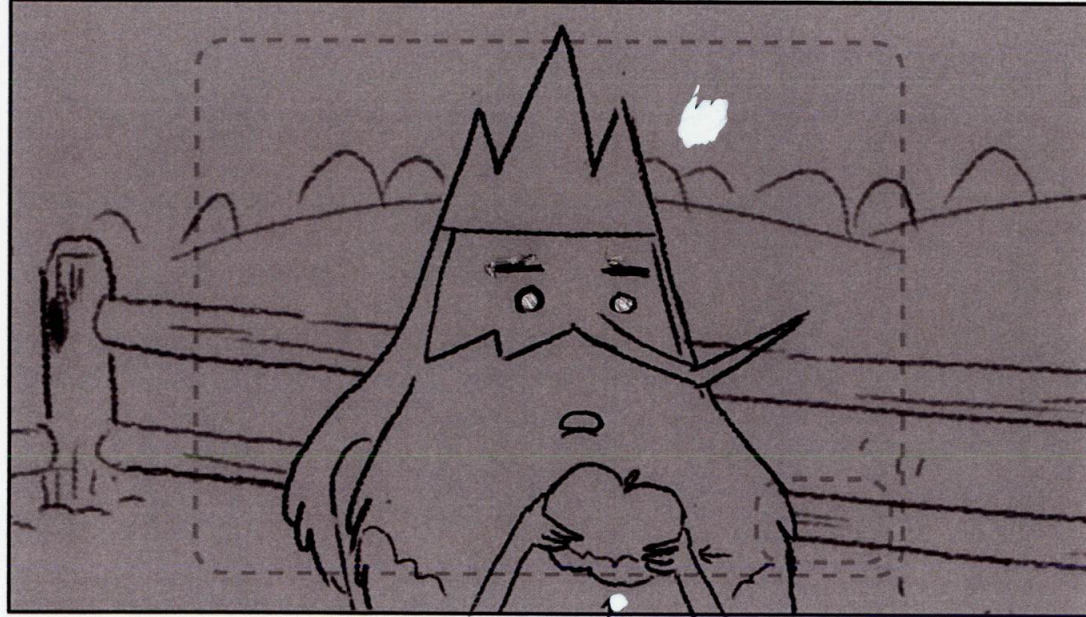
ADVENTURE TIME

Page 259

Sc. 171

Pnl. A

Bg.



Sc. 171 *CONT* Pnl. B

Bg.

day night

BGSA



Dialog:

IK: 'Sup, girl, you want a smacky

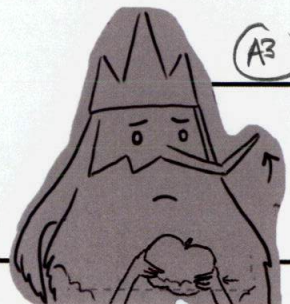
IK: (UNCERTAIN) EHH...

Action: -IK EXAMINES ONCE MORE

-IK LOOKS AT MARCELINE

NOV 10 2014

Timing:



EPISODE #

Production :

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ADVENTURE TIME

Page 260

Sc. 171 CONT Pnl. C Bg.



Sc. 171 CONT Pnl. D Bg. day night



Dialog:

IK: (TINY SMEK)

Action:

-IK SMOOCHES APPLE,

Timing:

NOV 10 2014

Production :

EPISODE #

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1025/204 D

ADVENTURE TIME

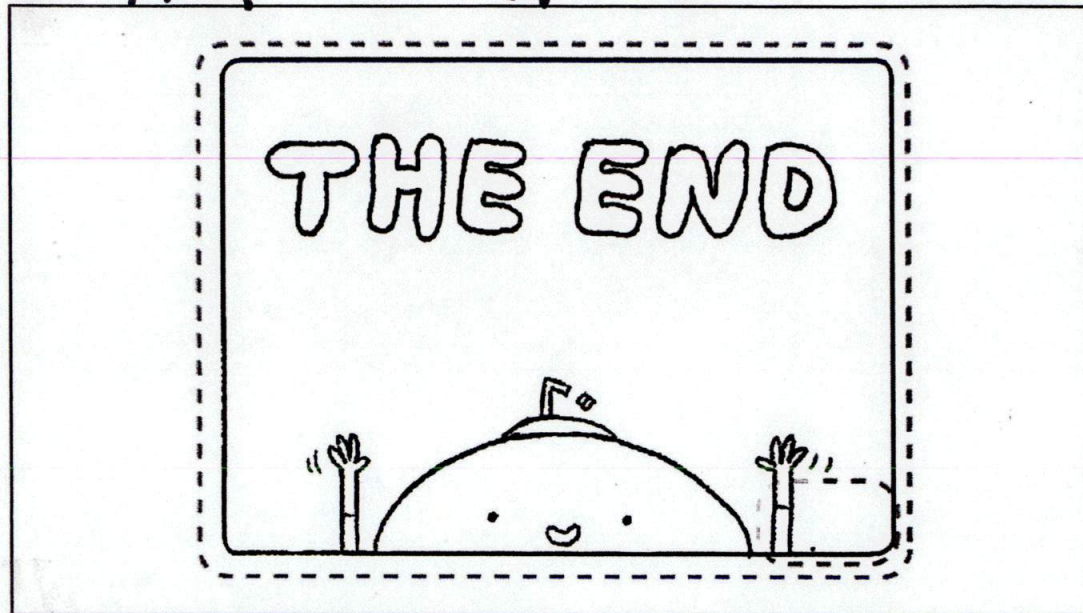
Page 261

Sc. 171 cont Pnl. E Bg.



Sc. 171A Pnl. A Bg.

day night



Dialog:

IK: (WHISPER)
Alright, now TURN INTO BACCOON

Action:

Timing:



NOV 10 2011

Production :

EPISODE #

1025-204D

1025/204D

1025/204D